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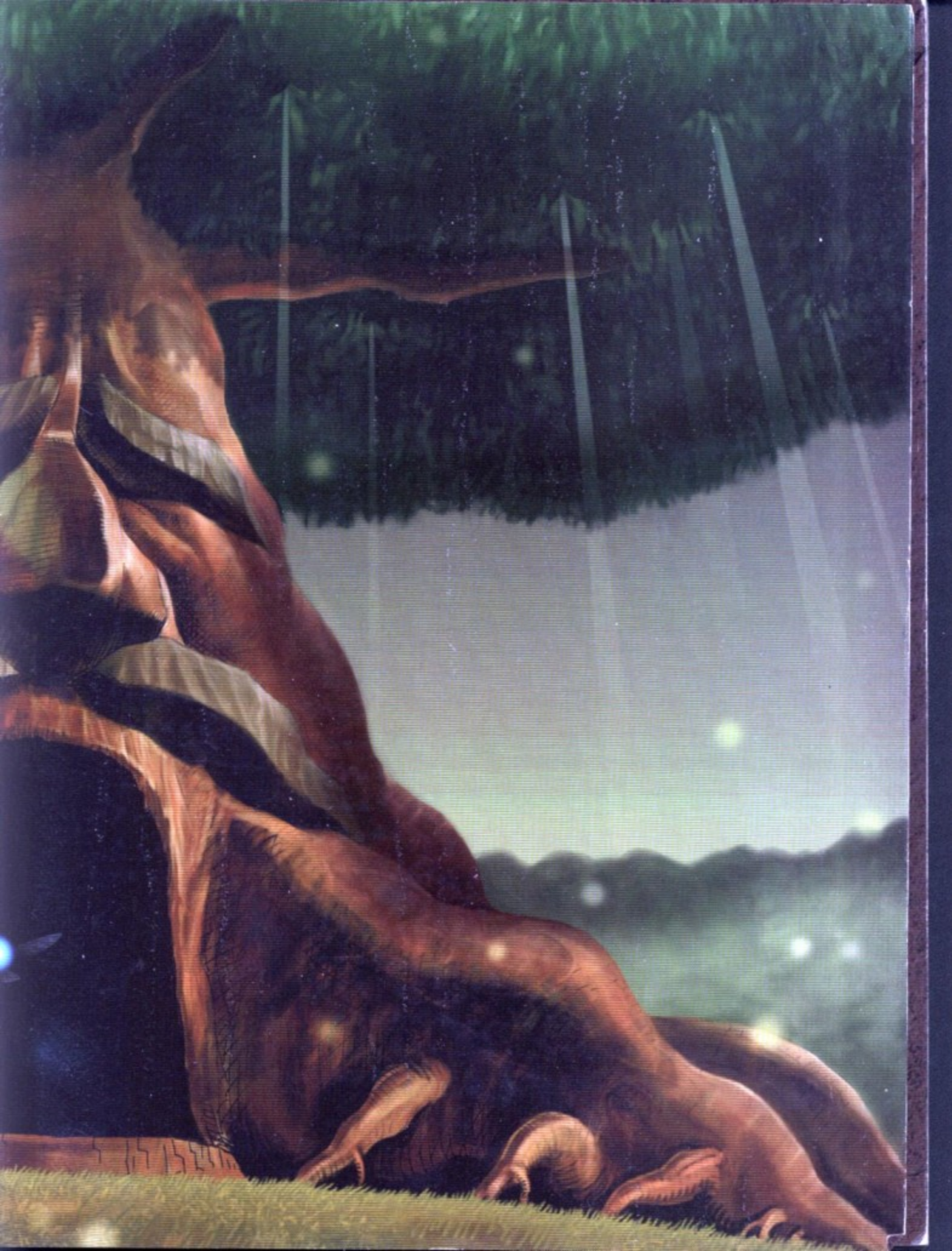
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FEATURING



ALL 100 GOLD
SKULLTULAS Page 144



THE LEGENDARY
BIGGORON SWORD Page 105



THE HIDDEN 13TH
OCARINA SONG Page 80



CHICKEN GLIDING TO
BOTTLE #2 Page 28



THE HIDDEN FIRE
ARROWS Page 104



HOW TO USE THIS GUIDE



At the beginning of each section you'll find a marquee with a map showing where you are (and also showing adjacent locations). Below that is a brief paragraph of introductory text, which also explains what other quests you can attempt in the case of areas you can do in any order.

You'll also find a list of all the Gold Skulltulas and Heart Pieces located in that area. These numbers represent the number of these items you can actually get in the current area of this walkthrough. A Current Total is also listed. (including the top number) is also listed.



x 2

Current Total: 12



x 4

Current Total: 31

FEATURING



099

ALL 36 PIECES OF
HEART Page 148



WIN YOUR OWN
HORSE Page 66



150

THE MYSTERIOUS
MASK OF TRUTH Page 61



HUNTING POES FOR
BOTTLE #4 Page 150



CATCH RECORD-
BREAKING FISH Page 50



Every dungeon has been carefully mapped, and pieces of these maps are shown alongside the text discussing that area. The gold trifold symbols show the order in which these "Points" are supposed to be read.

Generally (but not always), there's one "Point" for each room, and that room is highlighted with a silver trifold with the same number of the map. Below the Point markers pictures of the items you get in that room are displayed.

CREATED BY

LAYOUT/DESIGN

Casey Loe

WRITTEN BY

Casey Loe

and

Gerald Guess

PHOTO EDITOR

Gerald Guess

COVER DESIGN

Nick Des Barres

PRODUCTION

ASSISTANTS

Jason Cole

Mateo Rojas

MAP ARTISTS

ALL OVERWORLD
AREAS

Randy Gallegos

JABU-JABU, THE WELL,
SHADOW TEMPLE,
GANON'S CASTLE

Roy Boholst

SPIRIT, FOREST, AND
WATER TEMPLE

Shane Holloway

DEKU TREE, FIRE TEMPLE

James Francis

DODONGO'S
CAVERN

Delfino

Falciani



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THE LEGEND OF

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PERFECT GUIDE





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KOKIRI FOREST



Link's quest begins in his birth place, the quiet town of Kokiri Forest. You're free to visit the Lost Woods to the North (although this probably isn't such a good idea), but the other exit route will be blocked until you equip yourself with sword and shield to do the bidding of the giant Deku Tree that waits in the east side of the village.



The Deku Tree has summoned you, but you're not going to get there without first doing a bit of legwork. If you head straight towards the Deku Tree (the giant one in the far east), as your friend Saria suggests, you'll be stopped by your pesky rival, Mido, and told that you can't proceed without first acquiring a sword and shield. The sword is hidden in the obstacle course in the southwestern part of town (see map on facing page), but you'll have to buy the Shield.



You can learn a lot of very valuable tips from the posted signs and the long-haired Kokiri boy in the obstacle course near Link's house. But the real excitement is hidden deep inside the cliff wall. You'll have to crawl through the little hole at the end of the path of fences to find the real meat of the obstacle course.

Before you enter the circular part to the left, wait for the giant rock to roll past you, then run after it, stopping at the first alcove to pick up a blue rupee, then continue on to the treasure chest. Hit it with the A button to open it, and then grab your **Kokiri Sword**. Once you've equipped it, take a couple of shots at the signs and plants outside of the course, and take the opportunity to practice your various swings (there are major strategic differences between them) on the rock by the Kokiri.



It's a good idea to listen to this Kokiri, and practice the techniques he teaches.



The **Deku Shield** is easy to get; Just collect 40 rupees and buy it from the shop. There are a variety of ways to get the money, but the easiest is to simply ransack the homes of your neighbors. Got a problem with Mido's attitude? Open all

four chests in his house and steal his 11 rupees. The twins haven't wronged you like Mido has, but don't feel bad about stealing their six rupees again and again, since they'll regenerate the second you leave.

While you're calling on your neighbors, don't neglect Saria's house. She's not home, but you can get six infinitely-returning hearts here, whenever you need them. And don't miss the tally of Link's accomplishments on his own wall.



These pots return every time you enter, netting you 6 quick rupees over and over, and allowing you to score 40 in no time.



*You got a Deku Shield! Switch to the Equipment Subscreen, and select the shield. Press **Z** to equip it.*



There's a **Skulltula** lurking behind the Know-It-All Bros' house, but you won't be able to find it until night falls. And

since time is frozen in Kokiri Forest, you'll have to wait until you can leave town to get it.



SHOP DATA

Arrows (10)	20r	Deku Seeds (30)	30r
Arrows (30)	60r	Deku Stick	40r
Deku Nuts (5)	15r	Deku Shield	10r
Deku Nuts (10)	30r	Heart	10r

Except for the Deku Shield, which you need to progress, this shop won't sell you anything you need or want. All of the items are stuff you can get for free from pots and defeated enemies anyway.



There are two exits from Kokiri Forest, one to the North and one to the West. Someone is blocking the West exit, which leads to Hyrule Field, but you're free to head North to the Lost Woods whenever you wish. Of course, you have little reason to go there until a bit after you've conquered the Deku Tree, so we'll cover that later. For now we recommend you just equip your sword and shield and head straight for the Giant Deku Tree.



INSIDE THE DEKU TREE



The entrance to the game's first dungeon lies in the far east of Kokiri Forest, in the very mouth of the Deku Tree. Eliminate the parasites that are destroying the tree from within, and you'll walk away with Link's Slingshot, the Kokiri Emerald, and a destiny to pursue. Fail, and you'll end your quest as little more than Gohma food.

 x 0
 Current Total: 0
 x 3
 Current Total: 4



ENEMY: DEKU BABA

Deku Babas are the first enemies you face, and can be quite dangerous for inexperienced swordsmen. The ones waiting outside of the dungeon are easy; just run in close and chop their stalks in two with a standard slash.

The ones inside require twice as much damage to vanquish, but fortunately

your jumping attack does the exact amount necessary to kill them. To execute this, make sure Link has already drawn his sword (otherwise he'll just roll) and hit the action button when Navi has your opponent targeted. Deal with them quickly, and you can kill them before they have a chance to attack.



Virtually all vanquished Deku Babas leave behind Deku Sticks, a useful item that can be used as a weapon or torch when assigned to a C button.



THE DUNGEON BEGINS

A few things change when you enter a dungeon. For one, if you die or save the game, you will continue from the beginning of the dungeon, not from Link's House, as normal. Also, your world map has been replaced by a dungeon map that records the shapes only of the rooms you've visited... Until you pick up a completed **Dungeon Map** somewhere in the dungeon.

You'll face constant combat here, so it's important to keep a steady supply of recovery hearts coming. Fortunately, the grass around the sides of the main room and elsewhere in the dungeon grows back after it's been cut, granting unlimited hearts to anyone with the patience to wait for them. These same weeds will also provide a steady supply of enemy-stunning **Deku Nuts**.





Once you've vanquished the Babas, head for the ivy (or the ladder) and pull yourself up to the next level. You'll have to run around the second floor catwalk, trusting the game's auto-jump feature to make it over the gaps. Before you even make it to the first door, you'll come across the chest containing the **Dungeon Map**. Hit your Quest Subscreen to check out where you are in relation to the rest of the dungeon. So far, so good.



2 In the hallway that leads to the next area, you'll encounter a projectile-firing Deku Scrub. Use your shield to block the shot and reflect it back at the scrub (it may take practice aiming your shield, so be persistent).

When he gets hit, he'll run, and you can chase him down. But before you can deliver the killing blow, the Scrub will break down and talk, giving you a hot tip before he runs away.



You can enter the room at the end of the hallway, but you won't be able to get out... Until you open the chest, and use your prize, the **Slingshot**, to shoot the ladder over the entranceway (you can Z-target it when Navi turns green). It will fall to the ground, giving you an opportunity to return to the trunk of the tree.



Before you go, cut down some of the grass in the lower pit of this room. You'll reveal **Deku Seeds** (the ammo Link uses in his Slingshot) to re-place the ones you spent shooting down the ladder. And they grow back!



DEKU TREE LEVEL 1F+2F

DEKU NUTS



Among the items you'll find beneath cut grass and defeated enemies are Deku Nuts. These handy items can be equipped to your C button and used in battle to temporarily stun foes (they'll turn a bluish hue if it worked). That's your opportunity to loop around 'em or attack with a double damage-dealing jump attack without fear of your opponent knocking you out of it.



DEKU STICKS

Another item you'll find in abundance in the Deku Tree is **Deku Sticks**. These can be used for combat, but whenever you hit an enemy, one will break. They have long range but don't do any more damage than your sword, so we recommend them only for their secondary use, as torches to move fire from place to place.



DEKU TREE



Onward and upward, to the top of the tree... Except that a pack of Skullwalltulas are blocking the ivy leading up. You could try to dodge them, but if you cross the line of vision of any of these little buggers, you'll take some damage and be knocked back to the beginning. Best to use your Slingshot to clear a path: you can Z-target the first couple, but after that you may need to switch to manual targeting to pick off the last one.



When you drop from the ivy at level 3F, you'll be ambushed by a giant Skulltula that doesn't seem to care much for the way you slaughtered its children.

Don't do anything or you'll provoke its deadly spin attack... Just stand medium close, Z-target it, wait for it to turn its back on you, and then go for the kill. One jumping slash will do the trick, or you can use two regular slashes or Slingshot shots (you'll need to wait for it to turn its back twice, in that case).



A Big Skulltula awaits at each of this room's four platforms. If they have you worried, just kill 'em now, from behind, with a few manually aimed slingshot seeds.



If you take the door to the west, you'll find a room with a switch, three pillars, and a compass at the end. Hit the switch to make the three pillars rise, jump across, and grab the Compass. But don't be so hasty you miss the alcove in the southern wall! In addition to a recovery heart, your first Gold Skulltula is standing right here. Kill it, grab the token it leaves behind, and

revel in the fact that you're only 99 Gold Skulltulas away from having killed them all.

To get out again, you'll have to use a Deku Stick (if you don't have any, jump down and kill a Deku Baba for one). Hit the C button that it's equipped to, and then let the tip catch on fire from the lit torch.



DEKU TREE 3F



Transfer that flame to the unlit brazier on the other side, then hit A to put it away before it burns all the way through and you lose a stick.






 You'll have to make your own path to level B1, the Deku Tree's largest area. Just slowly, carefully step (don't jump) off any of the four platforms on the Deku Tree's top level, aiming for the spider web lining the hole below. If you nail it right in the middle, it will stretch and break, and Link will fall to the relatively expansive basement area below.

The large, half water-filled room where you land contains two more Gold Skulltulas. The first is located on the water gate on the north wall. It's easy to see and easy to kill, but you'll have to do a carefully timed jump off the ledge to the right if you want to pick up the token it leaves behind. It's too high off the ground to simply be taken.


The second Skulltula is on the giant wall of ivy to the east, and you can get the token easily by just climbing up after it.



 This part's a bit tricky. You have to use a Deku Stick, lit by the nearby torch, to burn away the web blocking the door. If your flame hits the water it will be put out, so make sure you carefully plan your course so you're running over the shallow water (you'll automatically jump over the last part).



Another Deku Scrub awaits you in this small room. Use the same Deku Shield trick to bounce his bullets back at him, and then listen carefully as he betrays his friends elsewhere in the dungeon.



When he goes, you'll have to use your Slingshot to hit the eye above the sealed door, opening that door permanently.



DEKU TREE

DEKU TREE BI



There's a switch located underwater, just past the spiked log. Swim down and push it to lower the water level slightly, then head back to the east ledge and jump on the platform when it gets close. If you're quick enough, the water level should be low enough that you can cruise right under the log and jump onto the ledge on the other side.

Once there, you'll have to kill a Big Skulltula (watch for his shadow) and then push a block (stand near it and press A) to create a step up to the door.



Another simple torch-lighting puzzle here that shouldn't give you too much trouble. Also note the grass in this area: Cut it down for hearts if you need 'em, and they'll grow back with more.



If you look up as soon as you enter, you'll see the three Gohma larvae hanging from the ceiling. They'll only drop down to attack if you cross through the center of the room, making it possible to avoid confrontation altogether if you carefully circle around the outside of the room, or snipe them with your slingshot. If you do provoke a confrontation, try to keep a safe distance away from them, stepping back whenever their eyes turn red (indicating they're about to pounce). Use jump-attacks to kill them quickly and without risking getting too close. Yet again, you'll need to use your Deku Stick to bring an open flame to the webbing at the east end of the room, opening a path back to the half-submerged room that you originally landed in.



This suspicious wall can be blown-up... As soon as you get your hands on some bombs a bit later in the game. Behind it is a small room with a single Gold Skulltula, but you won't be able to get its token until you get the Boomerang, much, much, much later.



First, push the block over the edge to create a stairway so you can get back up here without having to go all the way around. Then run down to the lit brazier to grab some fire one last time, and use it to burn up the web at your feet (you'll need to swing it with the C button to hit that low, or roll with torch in hand), and you'll plummet to the final room before the boss.



This is where that "23 is #1" thing comes into play, as you have to hit the Scrubs in middle (2), right (3), left (1) order to open the boss door. They might get a couple of cheap shots off on you, so save some of the underwater hearts for after combat.



Parasitic Armored Arachnid GOHMA



Keep Gohma Z-targeted constantly, but fire only when her big, freaky eye is completely open and red.



She'll fall to the ground, where you can wait on her with your sword until he recovers.

If you get really lucky, you'll be able to kill Gohma before she can fill the battlefield with her annoying Gohma spawn. If you don't, you could have a real fight on your hands.

Look up towards the ceiling, into the burning red eye, to start the battle. Gohma will saunter towards you, and you should keep her targeted with your Slingshot, but hold your fire until you can see the red of her open eye. Blast her, then run in and swing your sword as fast as you can.

Next she'll scurry up to the ceiling, but you can still keep her targeted if you stay close. Try to keep it so that you're still facing her eye, and seize the opportunity to go for the kill if she opens it again. Since she'll fall from the ceiling, she'll be stunned for longer and you can get the kill this time.

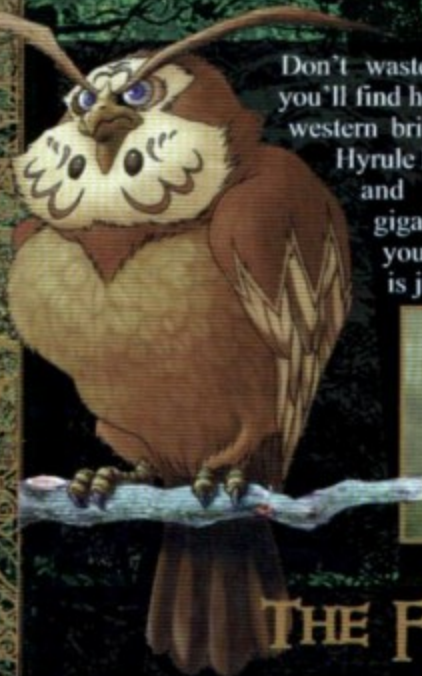
If she *doesn't* open her eye, or you can't get the shot, then she'll start pumping out kids for Link to deal with. It's a big room, so you should circle around and avoid them while you wait for your chance to hit mom again.



HYRULE FIELD



This gigantic area links all of Hyrule's main regions. It's not possible to follow Zora's River any further north, and the Gerudo won't welcome a small child like Link, but you're free to explore Kakariko Village, Lon Lon Ranch, and the massive Lake Hylia before you arrive at your ultimate destination, Hyrule Castle and the surrounding town.



Don't waste time hunting for Saria, since you'll find her patiently waiting for you on the western bridge that links Kokiri Forest and Hyrule Field. Grab your **Fairy Ocarina** and head into the gigantic field ahead; your true adventure is just beginning.



THE FLOW OF TIME

If you hit any of those strange, rounded obelisks in Kokiri Forest with your sword, you've noticed that the time in Hyrule has, up until now, been perpetually frozen at 12:00 p.m. Time advances in some areas of Hyrule, but is frozen in others: It's frozen in all towns (Kokiri included) and dungeons, but advances freely in overworld locations like Hyrule Field.

Time is an important factor in *Zelda*, affecting such things as which enemies you'll have to face, what events you can participate in, and what secret items you can obtain. For example, all Gold Skulltulas are nocturnal, so if you stay in Hyrule Field until night, and then re-enter Kokiri Forest (the time there will then be frozen to whatever time it was when you left the field), you'll be able to grab that Skulltula behind the Know-it-All Brothers' house (during the day you won't even see a trace of it). Hyrule Field also provides a great example of changing enemies: during the day you'll have to deal only with rare but dangerous flying Peahats; at night you'll face a constant onslaught of easy but relentless Stalchild enemies. Many other things change, too. For example, you won't be able to get into Hyrule Castle until they lower the drawbridge at daybreak.

Night begins at around 6:30 p.m. game time (a bit before it actually gets dark), and is signified by a howling sound. Day officially begins (and Skulltulas disappear) 12 hours later, when you hear a rooster crow.

If you don't know what time it is and no obelisk clocks are handy, just look to the sky: The sun rises in the east and sets in the west, as does the moon. By checking their positions, you can tell basically what time it is.



Get accustomed to telling time the old-fashioned way: By watching the position of the sun and the moon.





There's no larger area in the entire game than Hyrule Field. It connects to six different areas, and surrounds a seventh (Lon Lon Ranch) in the center. Your goal is to simply follow the path linking Kokiri and Hyrule Castle, but you can explore any of the connected areas, although you won't get far in Zora's River or Gerudo Valley.

If you try to go anywhere but Hyrule Castle, that pesky owl will try to discourage you (and Navi, typically, will start to whine), but there's nothing either of them can do to stop you from striking off on your own and exploring a bit.



Kakariko Village



Zora's River

You can't jump the gates leading to Lake Hylia, but two ladders allow you to cross over via the parapets.



Lon Lon Ranch



Gerudo Valley



Lake Hylia

MONSTERS AND SECRETS

Hyrule Field's expansive hills and grasslands hide a number of secrets, but you lack the items necessary to explore most of them. You can try head-butting the many trees in this area by rolling into them (usually revealing Deku Seeds, Nuts, Hearts, and Rupees), but you won't reveal anything too exciting. There's also an inconspicuous pit located just northeast of the entrance to Lake Hylia, but it's hardly worth risking a confrontation with the many Peahats in that area.

Peahats are the sole source of resistance during the day time. These enemies can be avoided if you steer far clear of them, but once they see you they'll hound you 'til you leave the area, or die. You can use auto-targeting to hit the adults with six (!) slingshot-fired Deku Seeds, but the more pressing threat is the quicker larva, which will die after a single hit.

At night, the Stalchildren appear: You can kill them easily with standard sword slashes, but since you can never stop the flow of new ones, it's easier just to run away. They're far too slow to catch up if you keep moving, and will be destroyed when the sun rises.



HYRULE MARKET



The bustling capitol city of Hyrule is host to dozens of citizens, two shops, and three mini games. While it's best not to let the excitement of the big city distract you from your quest, two Heart Pieces do go a long way when you can get them this early. Before you go rushing off to chat with Zelda, you might want to give 'em a try.

 x 2
 Current Total: 2
 x 1
 Current Total: 5

HYRULE MARKET OVERVIEW



get in to see Zelda) and Malon, the red-haired little girl by the fountain.

As you explore, don't miss the entrance to the back alley, which is hidden off in the distance. The back alley is far quieter than the main strip, but it does house a Bombchu shop (currently closed) and two residences.

Also currently closed are the Mask shop, the Bombchu Bowling Alley, and the Treasure Chest Game. The Treasure Chest Game will be open if you come back at night (if you want to see the market at night, you can go to Hyrule Castle, where time flows freely, and wait until night falls), but the Mask Shop, Bombchu Shop and Bombchu Bowling Alley won't open until after you reach certain milestones in your quest. Rest assured that we'll point these out as they occur.



One of the two paths that lead to the back alley.



Bombchu Bowling (left) and the Mask shop (right).

SHOP DATA THE BAZAAR

You can buy the Hylian Shield now if you want it, but we don't recommend it. It does nothing for you now and you can get it for free a bit later.

Arrows (10)	20r	Deku Nuts (5)	15r
Arrows (30)	60r	Deku Stick	10r
Arrows (50)	90r	Hylian Shield	80r
Bombs (5)	35r	Heart	10r

SHOP DATA POTION SHOP

You can't buy any of the things sold here until you get an empty bottle, and even if you did have one, you can usually get better healing stuff (fairies & milk) for free.

Blue Fire	300r	Fish	200r
Bottle Bug	50r	Green Potion	30r
Deku Nuts (5)	15r	Poe	30r
Fairy's Spirit	50r	Red Potion	30r



GUARD POST

Using your sword and spin attacks to quickly smash all the pots in this room is a great way to get virtually unlimited money to play the mini-games with: Whenever you leave, the pots come back,

filled with rupees as if you never took them. This room is also the home of the only Skulltula in Hyrule Market. To reveal it, just roll into the second of the two boxes near where the guard is standing.



The guard post lets you smash pots for rupees over and over!



TREASURE GAME

In this tedious mini game (only open at night), you pay 10 rupees for a key, which leads to a room with two chests. One has the key, the other has a consolation prize (1, 5, or 20 rupees). If you win the key (which is placed randomly), you get to go into the next one and repeat the process. In total, you have to win five times in a row to get the ultimate prize, a **Piece of Heart**. (or, if you've already won the Heart Piece, a purple rupee) At these odds, you'll probably win once every 32 tries or so. What fun! If you want the prize but don't want to deal with the luck aspect, you can come back *much* later with an item that will let you cheat and win every time. But if you want the heart piece now, you have no choice but to keep trying.



LITTLE RICHARD

Deep in the back alley is the home of the very ugly woman with the blue dress who was yapping about her dog in the Market earlier. Visit her at night and she'll have lost her dog, and she wants you to find it and bring it back.



There are a ton of dogs on the street at this time of night, but hers is always the same one: The white dog wandering around behind one of the stands in the Market. To get it, just get close to it and it will begin to follow you, provided you haven't already got a dog following you (if a sniper dog latches onto you, go talk to her to get rid of it). Then just take it back to the woman's house for your prize.



SHOOTING GAME

The shooting gallery (only open during the day) can be very difficult, but it's worth playing for both the prize, a **Bullet Bag** which increases your Deku Seed max by ten, and the experience in Slingshot aiming it will give you.

You have 5 seeds worth of slack, but you have to hit all ten rupees to win. If you hit at least eight, you'll be allowed to replay for free. Luckily, they come out in a set order, shown below, so by memorizing where and when they appear, you'll eventually be able to walk away with the top prize.

Once you've won the bag, the top prize will change to a purple rupee.

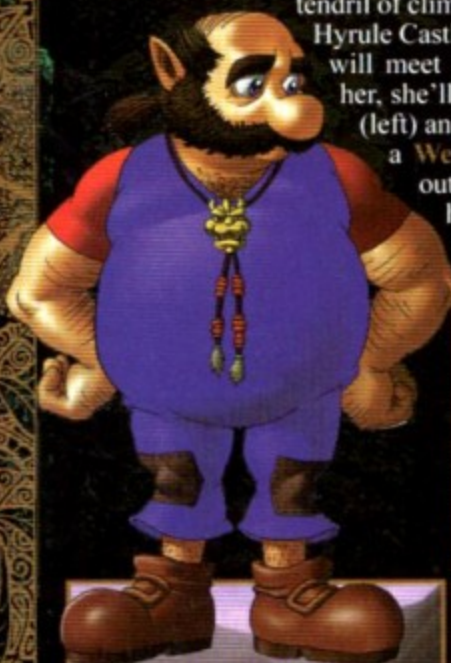


HYRULE CASTLE



You've been told to talk to Zelda, but no one's going to make it easy for you. Your only chance is to follow the half-baked plan of the two laughing guys in Hyrule Market and try to sneak in to the courtyard through one of the moat's water sources. There Zelda awaits with a song, a story, and a key item.

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 Current Total: 2
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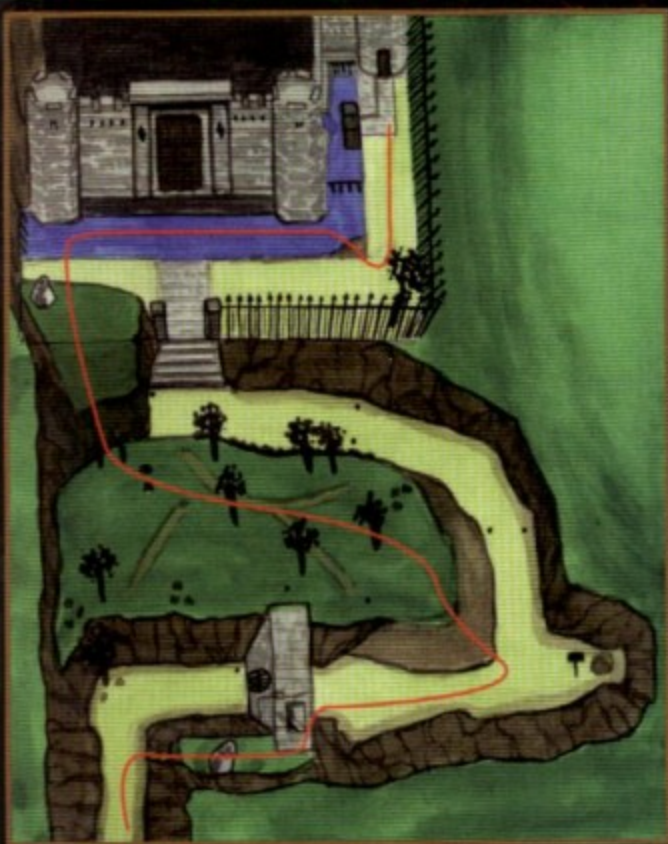


Take your egg, climb up the ivy, and jump over the front gate. You'll have to sneak your way into the castle, which means staying far away from the guards, especially the ones that are facing you. When the road starts to turn sharply to the left, run up the embankment instead, and then run all the way to the West wall. From there, you'll see some a climbable wall, which you can scale up to an even higher grassy embankment. Drop down and dive into the moat. Let the moat carry you to where it turns, then climb back onto solid land and run North to safety. For your reference, we've marked our suggested route on the map to the right.



Roll into the first tree (located before you even get to the gate), and down comes a Skulltula, the only one you can get in this area now.





You'll find Talon dozing beside the moat. Equip your chicken, get him in talking range, and hit the C button to let loose with a cockadoodledoo that'll get Talon's lazy ass in gear. With him out of the way, you can start pushing the two milk crates along the pass, and over the edge. They'll pile up, giving you just enough height to jump onto the ledge and crawl through the hole.



You're not home free yet. The courtyard is crawling with guards, and if they catch a glimpse of you, you'll be booted back to the moat area. There are five one-screen areas ahead of you, and though they may look intimidating, they're really easier than they seem.

The guards follow predictable patterns and never really look back, so you can just run for it whenever the coast is clear, get behind one of them, and wait for it to clear again. In the third area, poor visibility prevents you from accurately telling where the guard's looking, so I would suggest you ignore the rupees and take the easy route and climb over the wooden lattice. Of course, that red rupee can be kind of tempting if you're low on cash, so grab it if you want, since you'll only be sent back to the beginning of this area if you get caught.



Before you go rushing in to chat with the Big Z, why not have some fun in her garden? If you look carefully through the window to Link's right, you'll see framed pics of Mario, Yoshi, Luigi, Bowser, and the Princess. Then take a shot at one of them to reveal a red rupee. Then, just for fun, take a shot at the opposite window to reveal a very different sort of surprise.

LONLON RANCH



Talon, and his daughter Malon (Talon and Malon... How obnoxiously cute) have gone back to tend to their ranch in the center of the Hyrule Field. You don't *have* to go here, but if you're interested in a bottle, Heart Piece, two Skulltulas and a new song, you'll want to.

Or, Continue with your quest at:

Lost Woods

Page 26



x 1
Current Total: 3



x 2
Current Total: 8



EMPTY BOTTLE

Talon is dozing in the first floor of his house, which is full of chickens, or, as they're apparently called in Hyrule, "Cuccos". Talon offers you the challenge of picking out his three Super Cuccos (which look identical to regular ones) in a limited amount of time. It's a challenge you should definitely take, as success will win you a **Bottle of Milk**. Now the milk is pretty good

(each serving can be used twice, and refills 5 of Link's hearts), but it's the bottle that's the real prize: It can be filled time and time again, with things like potions, fairies, bugs, whatever. There are a total of four bottles in this world, and each bottle, when filled with a fairy, is effectively a reusable 1-up that revives you instantly when you die. Very valuable items indeed!

Act swiftly when Talon throws the Cuccos - one goes toward the entrance door, the other two on the left side of the room. You should be able to grab one or two right away, and simple trial and error will net you the rest; just pick up every Cucco you can get your hands on, and he'll let you know when you have a winner.

Afterwards, he'll sell you milk refills for 30 rupees, or give you the chance to win the game again and get more milk (you'll have to provide the bottle) for free if you win.



PIECE OF HEART

There's a small shed on the opposite side of the pasture, in the southwest corner of the ranch, where two cows jealously guard their most treasured possession: **Piece of Heart #3**. To get it, you'll need to pull the box in the far corner out of the way, and shimmy into the little passage left behind. First pull the box in the near corner towards the cows, then pull the one along the wall back in the space that opened up. Jump over that box and pull the box in the corner in the same direction:



It won't go far, but it's enough room for you to jump over it and get into the hole behind it. Crawl a short ways and you'll find the Heart Piece on a pile of hay.



Remember that if you're standing still and press the action button, you'll grab the box. If you're moving when you press it, you'll climb on top of it.



Lon Lon Ranch has a bad Gold Skulltula infestation problem, which is something I'm sure you'll be happy to help with. Of the four Skulltulas that appear at night, you can only reach two of them, but it's important to mark their locations now so you can come back for them when you're ready.

The first Skulltula pictured below (which you can get now) is actually hiding within the tree; you'll need to use a forward roll to ram him out of there. This is a fairly common hiding technique for Skulltulas, and one you'll see again soon.



As you explore the perimeter, you'll also find a small pit. Jump inside and you'll encounter three Business Scrubs (a type of Scrubs who offer to sell you goods after they're hit). Their prices are pretty exorbitant: 5 Deku Nuts for 20 rupees; 30 Deku Seeds for 40 rupees; and 5 Bombs (you can't buy those yet) for 40 rupees. Still, every purchase gets you 3 recovery hearts, so in a pinch it's not always a bad idea to do business with them.



EPONA'S SONG (AND FREE MILK FOREVER)



Malon's a cute kid (although it can't be good for young Link's self-esteem to be called "Fairy Boy" over and over), and it's worth spending some time with her. After talking to her three times, she'll ask you to join her in a song. Whip out your Ocarina when you are close enough for her to see it, and she'll teach you the music for *Epona's Song*, named for the newborn colt running around.

Play it, and the formerly timid colt will warm up to Link a bit. You don't ever need this song to beat the game, but if you don't learn the song as a child, you won't be able to get the horse as an adult. It can also be used to charm other livestock. For example, play it for the cows in the Lon Lon stables (or the cows anywhere else, for that matter), and they'll produce free milk for you, allowing you to avoid Talon's high prices.



LOST WOODS



Pass on Death Mountain for now: You won't get far without first talking to your old friend Saria, and learning another tune that is essential to your quest. Saria is in the Sacred Forest Meadow, a large clearing located in the midst of the baffling Lost Woods. Her tune will guide the way, but the best treasures are located far off the path.



The Lost Woods has no auto-map, and a single wrong turn will put you right back in Kokiri Forest, making this a frustrating location to navigate... Usually, This time you know that Saria is waiting in the Sacred Forest Meadow, and you can find her by following the music...the

bass remains constant, but when you're near one of the large logs that link location to location, you'll know it's the right way if you hear her Ocarina loud and clear.

Don't let that dissuade you from going off the beaten path,

The Lost Woods has no auto-map, and a single wrong turn will put you right back in Kokiri Forest, making this a frustrating location to navigate... Usually, This time you know that Saria is waiting in the Sacred Forest Meadow, and you can find her by following the music...the



If you look really carefully here, you can actually see Saria's Ocarina song indicating that this is the right path... Okay, maybe you can't. Leave me alone.

though. The Lost Woods contains a bunch of neat secrets: Two warps to other locations (you can't use 'em yet, though), two **Heart Pieces**, a **Bullet Bag**, and two **Deku Stick** max increases (only one you can get now).



Every path that is shown as leading into deep forest in the map actually returns you right back to Kokiri Forest, forcing you to re-enter the maze and start from the beginning.



BUSINESS SCRUBS AND SKULL KIDS

In the very second area of the Lost Woods, you'll find a ledge facing some sort of circular metal object hung by a tree. Nail it with your slingshot and watch a score pop-up... If you can hit it dead center three times in a row (100 points a hit) the Business Scrub who lives in the tree will reward your marksmanship with the second **Deku Seed Bullet Bag**. If you also got the one in Hyrule Market, you should be able to hold 50 Deku Seeds at once! There are two item carrying capacity increases like this one for each ammo-holding item in the game.

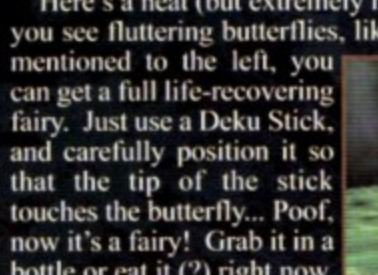
After you complete your target practice, look for the ladder at the edge of the ledge and hop on down for a closer look. You'll see two Skull Kids playing their bone flutes on dead trees. Stand on the stump in front of them and use your Ocarina to play along.

They play a game similar to "Simon," where you have to remember and play back the music they play with your own Ocarina. One note is added each time. If you can play back the full eight-note song, they'll reward you with a **Heart Piece**!



There are a number of interesting landmarks in the Lost Woods, and all of them have some significance. The giant stone gate and the pool just beyond it are both pathways to other locations that you can use when you get bombs and improve your diving skills.

If you head north from there, and then west, you'll end up in a meadow with two scrubs and, hidden in the foliage, the "Forest Stage" pit. It's empty now, but if you return with a mask, you'll find it anything *but* empty.



BUTTERFLIES AND DEKU STICKS

Here's a neat (but extremely hard) trick that few people are aware of. Anywhere you see fluttering butterflies, like the pack that's just over the hole in the meadow mentioned to the left, you can get a full life-recovering fairy. Just use a Deku Stick, and carefully position it so that the tip of the stick touches the butterfly... Poof, now it's a fairy! Grab it in a bottle or eat it (?) right now.



LOST WOODS

SACRED MEADOW

So far your journey in the Lost Woods

hasn't forced you to contend with anything fiercer than mere Business Scrubs. That changes here, as the Sacred Meadow is one of the first truly combat-intensive overworld locations.

Meeting you at the entrance is an aggressive Wolfos enemy. Keep your cool, though, and you should best him easily. The simplest strategy is just to Z-target him, guard with your shield, and try to get a quick slash off of him whenever you block one of his shots. A more advanced strategy is to back flip (while Z-targeted, A and back) away from his hits. They'll miss entirely, he'll be spun around from the effort, and you can nail him with a double-damage jump attack (just A) in the back.

The hedge maze leading to the clearing is infested with Mad Scrubs. Use your shield to hit these guys with your own bullets and they won't try to talk with you or sell you overpriced crap. They'll just run. Run after them and finish the job with your blade, or they'll just find a new place to ambush you and start over.

Two Mad Scrubs have set up an ambush in the stairs leading to the clearing. It's easiest just to charge right through (blocking when necessary), since they'll hide if you get too close.



THE RETURN JOURNEY

Saria teaches you *Saria's Song*, a little ditty that allows you to telepathically contact her anytime you feel a need to hear her vague words of wisdom (which, if you're anything like me, is absolutely never). It will also open a few doors for you as you progress on your quest.

That's all you needed to come here for, so it's time to head back. Fortunately, the return journey is far more pleasant than it was getting here. As you head south down the stairs, you'll notice a ladder that will take you to the top of the hedge maze. Jump down to the little square of grass surrounded by hedges, and into the hole for the first Fairy Fountain.

Fairy Fountains contain unlimited numbers of fairies, which will completely refill your health. Even better, you can use an empty bottle to grab one and hold it for later. Then, when you die, the fairy will bring you back to life at full health!

Hop across the hedges (let your auto-jumping do the work) to get back out to the Lost Woods in record time. You can return to Kokiri Forest by just heading straight into the first log path you see, but when you get there, step right back into the Lost Woods and head to the left this time.



If you turn left (west) just after entering the Lost Woods, you'll end up in a sparse clearing with another Skull Kid dancing on a tree. Stand on the stump opposite him, pull out your Ocarina, and play *Saria's Song*. He'll be so pleased to hear it that he'll reward you with your fifth *Piece of Heart*.

Hang a left and head to the final area of the Lost Woods, which contains the bridge that links Kokiri to Hyrule Field... and a few secrets.

If you accidentally spooked this guy by doing something less than friendly, like nailing him with a Slingshot or something, just leave and come back to try again.



The long, proud video game tradition of doing a stranger a very minor favor and receiving an object of immeasurable value in return continues!

DEKU STICK MAX UP #1

This area, south of the clearing with the Skull Kid, contains only a single Business Scrub, but it's one you actually *will* want to do business with. Accept his offer of Deku Sticks for 40 rupees, and he'll raise your Deku Stick max by ten! The second Deku Stick max increase is also here in the Lost Woods. You'll need to return to the "Forest Stage" pit off of the central meadow when you get the *Skull Mask* to deal with those Business Scrubs.

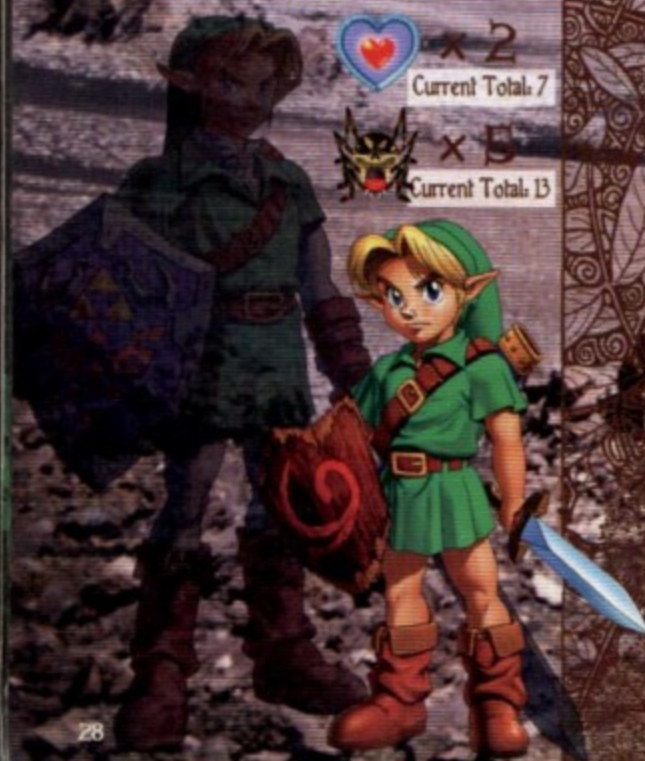


This is the second plot of soil here in the Lost Woods, and the third you've seen total (the first was in Kokiri). You can't do much with 'em yet, but you can plant the Magic Beans here later in the game, and you'll also be able to use captured bugs to unearth Gold Skulltulas. Don't forget the locations of the plots of soil!

KAKARIKO VILLAGE



You can burn through the bustling town of Kakariko as quickly as you want; the only thing you really need to do here is show Zelda's letter to the guard posted at the Death Mountain trailhead. But if you're not in such a hurry, you can pick up a Piece of Heart, another Bottle, a pack of Skulltulas, and a very useful Ocarina melody.



KAKARIKO VILLAGE OVERVIEW



Oooh... These villagers just love to taunt you by leaving their Pieces of Heart out in the open like that. You can't get these two yet, but you'll be back for them soon.



You can pick up some free rupees if you run over Impa's pillow.

To move on to the location of the next Spiritual Stone, you'll have to show your letter from Zelda to the guard posted at the trailhead. He'll let you through, but you'll want to take his recommendation and go get a Hylian Shield if you haven't already. But forget buying it at discount, you can find a free one if you search the graveyard carefully! If you do return to Hyrule Market anyway, you'll find that the strange Mask-lend-



I plan to make a line of self-help books, greeting cards and inspirational lectures based on this quote one day.

This town and the adjoining graveyard contain *eight Pieces of Heart*. Two are visible around town, but are currently unobtainable. However, there are two hidden ones you can get right now in the Graveyard. Kakariko also has a whopping six Skulltulas, another precious *Empty Bottle*, and the Skulltula House where you can show your tokens for items. These as well as other secrets (such as, what's at the bottom of the well? And what song do I play at the wind mill?) will ensure you return to this town frequently.



The patronizing guard's referral saves you 20 whole rupees off the Hylian Shield. Thanks, but I think I'll pick it up for free in the Graveyard.



You've got to wonder whether or not that mask is really for his "kid."

ing shop is now open for business. Borrow the **Keaton Mask** now, and you can sell it to the guard who gave you the tip in the first place. After all, he's right on your way. You can also trade off the next two masks as well, but we'll cover all that a bit later.



PIECE OF HEART

Dampe the Gravekeeper runs his "heart-pounding" grave-digging tour between 6:00 and 9:00 p.m. nightly.

If you show up during those hours, he'll offer to dig a hole anywhere you want (within his circular path) for 10 rupees. Bring a lot of rupees and have him dig in each brown patch of dirt in the stone path, for a **Piece of Heart** has randomly been placed in one of them. It may take many tries in the same patches, but if you're persistent, you'll get it eventually.



EMPTY BOTTLE

The chicken in the crate:

CHICKEN GLIDING TECH PART I



The strange woman by the fenced-in yard has lost her seven chickens, and she'll reward Link with an **Empty Bottle** if he finds them all. That's easier said than done, as three of the chickens ("cuccos?") are in areas you can't clearly see, or that it seems impossible for Link to get to.

One of them is located in a crate in the middle of town, and you'll have to use a forward roll to smash into it. It'll take a more advanced technique to get the one on the little fenced-in island near the Skulltula house, or the one that's locked behind the high fence in the east part of town (and another on the ledge behind it). Here's the trick: Grab a chicken, jump from a high place, and you can chicken-glide into the inaccessible areas! We've marked the locations of all seven Chickens on the map, so just grab 'em all, toss 'em into the pen, and the second bottle will be yours.



The first glide is easy. Just get a running start and sail off the ledge. Toss the chicken over when you get there, grab the other one, and head back to the pen. Then try out a more advanced chicken glide by going for the one behind the big pen.



You'll need to aim it just right to make it over to the other side when you jump from here. Once you get there, toss the first two chickens over and don't forget to go around to the top for another.



KAKARIKO VILLAGE

THE SONG OF THE SUN

The Graveyard is full of interesting surprises,

but none as cool as the hidden dungeon located beneath the grave farthest to the east. Stand on the triforce and play Zelda's Lullaby to open the passage, and then jump through the hole it reveals. Be ready for combat when you land.

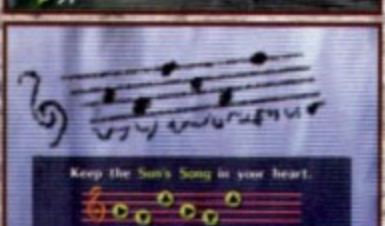
The first room contains four Keese, incredibly annoying flying enemies who like to hide in the corners where the wall meets the ceiling. One is hanging from the roof at the end of the hall before you enter the chamber - stand still and watch for a few moments when you enter. Another is on the center of the right wall. Shoot them from the entranceway before they take flight. Two more of them are against the rune-covered wall you face from the entrance, so approach it slowly and fire with your slingshot to eliminate them while they sleep (aim manually if you don't want to take the chance of alerting them to your presence). The door to the next area won't open until they've all been eliminated.

The next area is infested with "Redeads," zombies with the power to freeze you in your tracks. Be very careful here - The Redeads are slow, but if they get their arms around you, they'll drain your life very quickly. For now, just run along the left wall past them. You can come back to kill them later.

That should take you to a runic wall where you can learn the **Song of the Sun**. This versatile melody has two uses, the first of which will be a big help as you make your escape. Play it in the presence of the Redeads, and they will be frozen temporarily, allowing you to kill them relatively easily, or escape easily.

You'll have to be outside to experiment with its second use. No matter where you are, if you play the Song of Sun during the day, it will become night in only a few seconds. Play it during the night, and the sun will rise instantly. If you're in an area where time is frozen, you will be returned to the beginning of the area as part of the effect. Use this excellent song to find Skulltulas easily, avoid nocturnal enemies, or just make the sun rise.

The graves of the brothers who composed the Song of the Sun are located directly beside the Royal Tomb. Read their graves, and strange Poe-like enemies appear. Defeat them, and they'll talk to you.





PIECE OF
HEART

HYLIAN
SHIELD

By standing behind a grave and pulling it, you can uncover pits and treasures beneath them. If you do this during the day, the little boy will foil Link by threat-

ening to tell Dampé, but if you do it at night, even when that oh-so vigilant Gravekeeper is around, he won't care. Most of the graves produce a blue rupee and a Poe, dangerous ghosts that disappear when they're auto-targeted. But two of the graves, the one with the flowers and one in the easternmost row (see trifold marks on map), have pits leading to secret areas.

The one with the flowers contains a free **Hylian Shield** (and you were gonna pay full price!), unless you already have one, in which case you get 5 big rupees as a pathetic consolation prize. The bombable wall behind it hides a Fairy Fountain. The other pit contains a Redead, and if you use your new Song of the Sun, you'll stun him *and* get a **Piece of Heart** out of the deal.



So many Skulltulas! Of the six in Kakariko, you can get all but one of them now. There's one hiding in that first tree, and five others are in plain sight (at night only, of course). They are: on the side of the Skulltula house, on the stack of bricks, the side of the house near the entrance to the Death Mtn. Trail, and the top of the Tower. You should have at least ten now, so head

over to the Skulltula House for your reward



You'll have to bash into this tree to reveal the Skulltula.

You can get the others, but you can't get this one on the cemetery wall yet.



SKULLTULA HOUSE

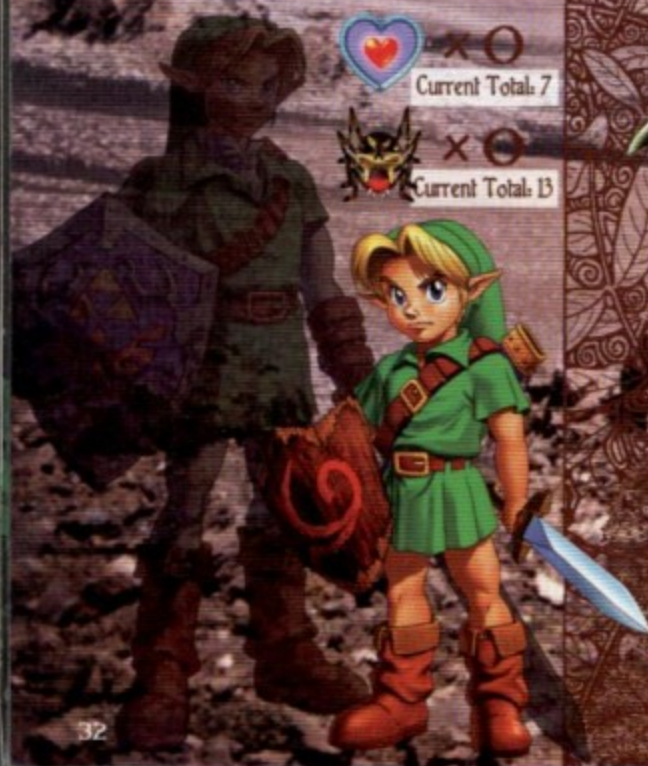
This entire family has been cursed by the Skulltulas and turned into half-spider freaks. Every ten Gold Skulltulas you kill frees one of the five sons, but it will take all 100 to save the father. If you've been getting all the Skulltulas you can up to this point, you'll have saved one son already and will be given the very useful **Adult's Wallet**. Now Link can carry 200 rupees!



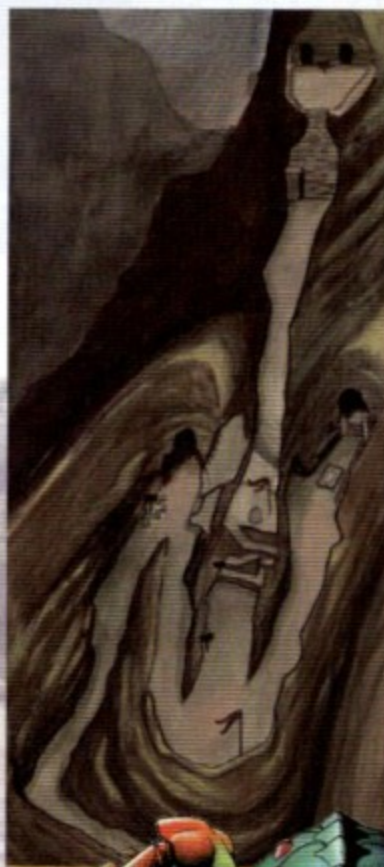
GORON CITY



If you run past the blocked Dodongo's Cavern and stay to the right when the Death Mountain trail forks, you'll find yourself in a three-tiered circular pit known as Goron City. The Goron people don't want help from outsiders, but they're at the brink of starvation, and will give you a chance if you can charm their leader.



DEATH MOUNTAIN TRAIL



We're not going to cover the Death Mountain trail in much detail here, since there isn't really anything you can interact with at this point. Just beware of the Tektites lurking on the path... They can be evaded fairly easily, but if you want to fight or are unable to avoid it, rely on the overhead (vertical) slashes Link performs when he presses forward before he attacks. This way you'll be protected from their jumping attacks. At only two hits to kill each one, they shouldn't be giving you too much trouble.



GORON CITY OVERVIEW

There are a number of hidden secrets in Goron City, and after you clear the next dungeon, you can come back for a **Skulltula**, **Piece of Heart**, and two **Bomb Bags**. But you'll need bombs to access all of those, and you won't get access to those for a little while, unfortunately. So for now, we'll stick to the basics. Just talk to everyone, practice your tight-rope walking skills a bit, and then head down to the bottom floor to get an audience with the leader of the Gorons.



You can use Bomb Plants to stop "Hot Rodder" Goron's wild rallies, but he won't give you anything for it. Try again when you have real bombs.



There's no way to cross this pit of fire, and there won't be for a very long time. But remember it when you return as an adult.



Big Brother Darunia is sulking in the room at the bottom floor with the Goron City sigil on the door. To gain access, you'll have to play Zelda's Lullaby, the only proof you have of your relationship with the royal family. But he won't help you until you can break him out of his funk by playing a song he really enjoys: Saria's Song.

What happens next is probably—the most horrifying moment in video game history. When Big Brother finishes his spastic little dance, you'll be left with an upset stomach and the **Goron Bracelet**, a key item that lets you pick up Bomb Plants.



FUN TRICKS

After you talk to "Big Brother" and get the Bracelet, there are a couple of interesting things you can do. For example, everyone's talking about how "lively" the bottom floor is when all the torches are lit. So grab a Deku Stick and use the torch in Big Brother's room to light the ones outside. That big vase-like object in the center of town will begin spinning. "Lively," indeed, but not something to waste time with...yet.



The bombable wall that's decorated with two bomb plants is the Goron City shop. You can blow it open early if you grab a bomb plant from the level above, jump over the ledge, and throw it at the wall as quickly as possible. You can't really buy anything there, though.



DODONGO CAVERN



Far bigger than the Deku Tree, Dodongo's Cavern is the game's first real dungeon. You'll need all of your wit and combat skills to make it through here alive, so keep your sword loose in its sheath and your Hylian Shield at the ready. At the end awaits the gigantic King Dodongo and an important prize: your first Bomb Bag.

♥ × 0
Current Total: 7

🐉 × 3
Current Total: 16

DESTROYING THE BOULDER



As you leave Goron City, veer to your right and you'll find a Goron guarding a single Bomb Plant. With your Goron's Bracelet, you can grab the flower and toss it over the cliff, onto the boulder blocking the entrance to Dodongo's Cavern.

Head back towards the main strip and then jump down after it. In its place you'll find a new plot of Magic Bean planting soil and a passage that leads deep into Death Mountain.

If you have a Hylian Shield, a full life-bar, and a captured fairy or two, head on in. If you don't, you should try to grab 'em first.



Head to the right first, either by running along the wall or by leaping over the rising pillar past the Beamos. Be careful that he never points his open eye at you, for you're safe as long as it's facing away.



When you get to the right side, grab the Bomb Flower and feed it to the Beamos (Z-target him first for a sure hit), then use it to blow up both the doors on the right side (One just contains an obelisk).



DODONGO IF EAST WING



3 In the huge room beyond, two Lizalfos are waiting to ambush you. These guys are tough, but they're powerless on the offensive if you use your Hylian Shield wisely. You see, their attacks are always straight down, so a shield on your back is just what you need. Turtle up when they attack, then quickly retaliate with a double damage jump attack...

They may run, but you can just catch 'em and do it again.



Those damn Keese are waiting to ambush you in this little hallway too! Always look carefully for signs of them before you proceed, so you can pick 'em off with your Slingshot before they notice you.



If you stand in just the right place and listen carefully, you can hear a Skulltula in this hallway... But you can't get it yet and that isn't going to change anytime soon.

Instead, draw your attention to the more immediate concern of the Baby Dodongos skuttling your way. They explode when you kill them (which takes only a single shot), so use that to your advantage: stand near the bombable door to the South and kill one of them as close to it as possible. With no Bomb Flowers around, it's the only way you can get that door open now.



Inside that hidden room you'll find a Skulltula and three Keese. Use your Slingshot to kill the Keese before they notice you, and then use a jump attack to nab the Gold Skulltula token.

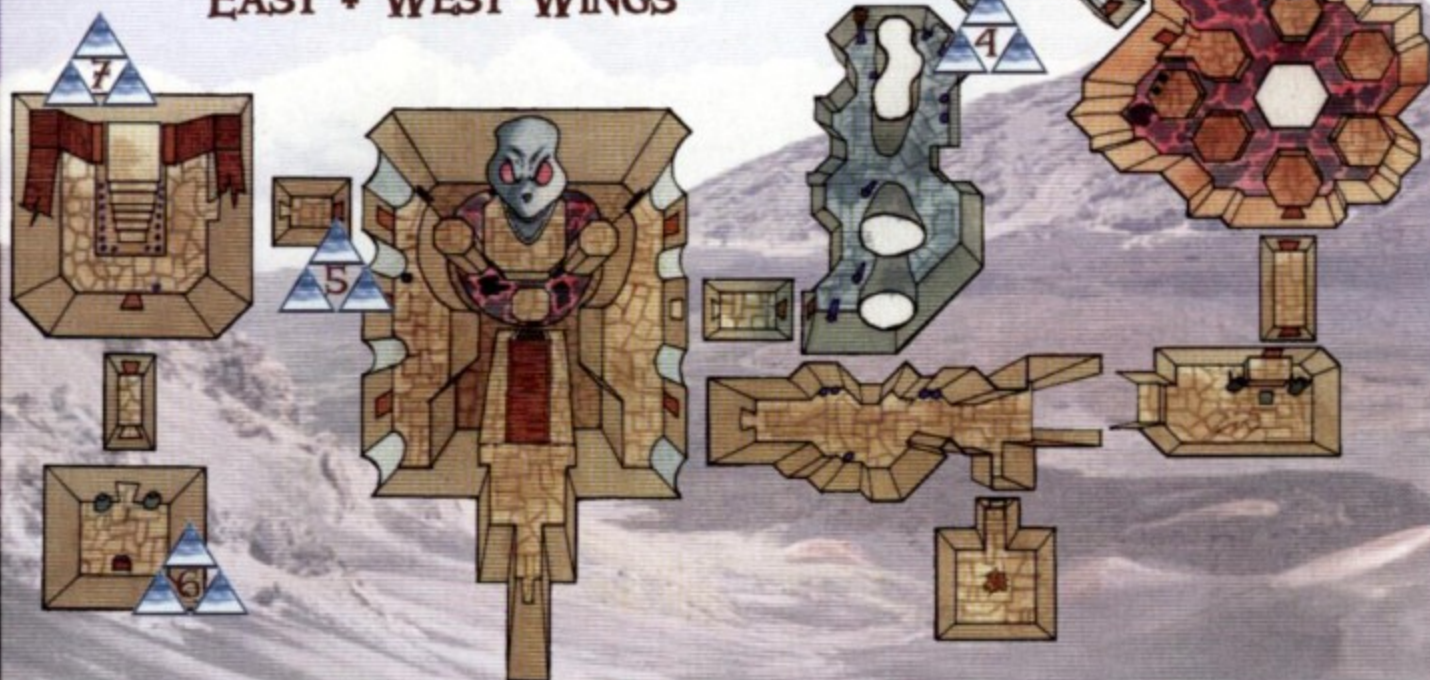


Back in the main hallway, push one of the statues onto the switch to open the door to the next area.



DODONGO CAVERN

DODONGO IF EAST + WEST WINGS



The passageway to the North contains a Business Scrub who is selling Deku Sticks for 15 bucks a pop. You'll need one ahead, so you'll have to acquiesce to his absurd price if you're out.

In the next room, you get to deal with a couple of full-grown Dodongos. The easy way to beat them is just to hit them three times in the tail (hit once, then run away and wait for their counter attack before you strike again). The fancy way is to toss a Bomb Flower right in front of their mouths when they're getting ready to breathe fire at you. They'll eat it, and... Boom! None too bright, these Dodongos, and that goes double for their king.



Jump past the Beamos and over the pillars to the other side of the main room. Here you'll find a chest containing the **Dungeon Map**, a Business Scrub selling Deku Shields (in case yours got burnt away by a Dodongo fireball or a flaming Keese), and the passage to the two rooms on the west side of the first floor.

Ignore the stone structure surrounded by Bomb Flowers for now, and head towards Point 6, the room that contains the Compass.





If you want the **Compass** in this chest, you'll have to kill the Armos in front of it. Yep, that ain't a statue, it's alive! Touch it and it'll come alive and smack you down, so keep your distance. I like to make a little trap by setting a bomb flower near by, then shooting it to make it come alive, just in time to die. See ya!

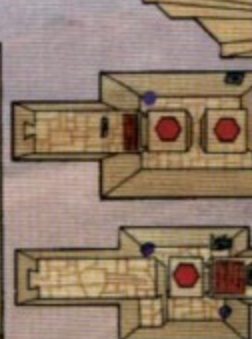
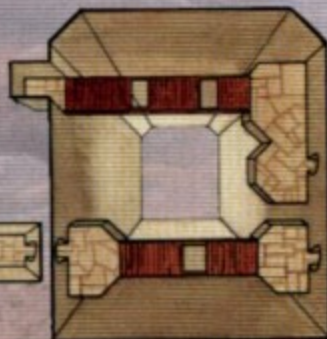


You'll need to take the bomb from outside the stone structure and put it right in the middle to create a chain reaction strong enough to bring this platform down and create a staircase to the second floor.



There are two Gold Skulltulas here: One on the 2F ivy that you can get, another high in the north wall that you can't.

DODONGO 2F



All the statues in this room are actually living Armos enemies, except for the one right in front of the ladder! So kill the Keese, avoid the rest of the Armos as you head to the ladder, pull the statue out, hit the switch, and you're good to go! Jump across the main hall to the east side.



Carefully peer around corners to watch for the floor traps, and then make your way to the grey block in front of the stairs straight ahead of you (there's a recovery heart behind the block, by the way). From there, jump to the ledge with the Bomb Plant, and try to land a Bomb Flower on the very thin ledge in front of the door. If you can't seem to make it, you can try throwing the bomb after the fifth or sixth flash, so it explodes in mid-air.



The next part is pretty basic: Just shoot the eye with your Slingshot and jump across in the limited time that the flame is out.



DODONGO CAVERN



More Lizalfos here, and they fall for the same dirty tricks. The only twist is that if you fall, you'll end up back on the ground floor, so, um, try not to do that.



This time there are two flames, and you must jump to the first platform to hit the second switch (to your left). If you're not a fast draw here, you're toast.



Jump across the ledges and you'll end up right at the chest containing this dungeon's big treasure: The Bomb Bag. Now you have twenty bombs of your own that you can use anywhere! You might be tempted to jump back down and see what's in that bombable door below you, but I wouldn't: it's just Business Scrubs selling crap (Deku Seeds and Nuts). Certainly not worth the trouble.

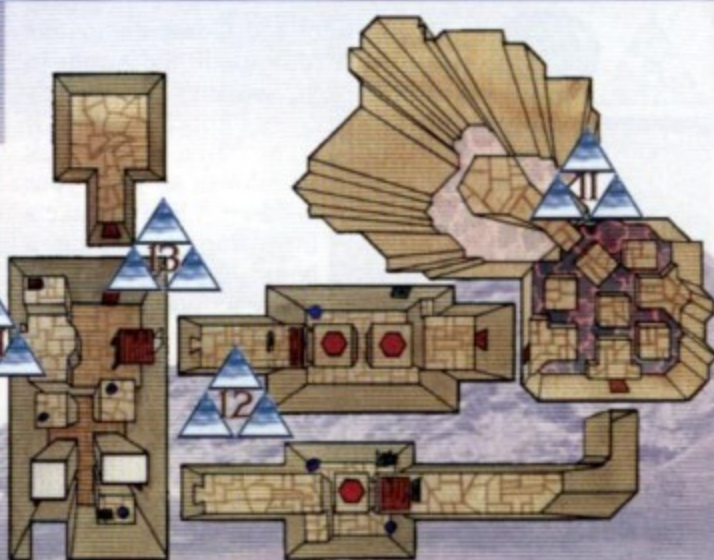


Back in the main hall, stand at the edges of the holes in the bridge and drop a bomb into each eye. When they explode, the skull's jaw will drop, allowing you entry into the final rooms of the first floor.



The bombable door behind you has a Deku Shield, or, if you don't need one, five rupees.

Hit the switch on the other side to make the platform go higher, and use that to get back to 1F.



DODONGO BOSS AREA



The final area is a fairly simple circle of rooms and hallways. You still have to be aware of the

never ending threat of Keese, but otherwise it's hard to go wrong at this point. If you're low on health or fairies, now would be a good time to go back and get some, as the boss is just ahead.



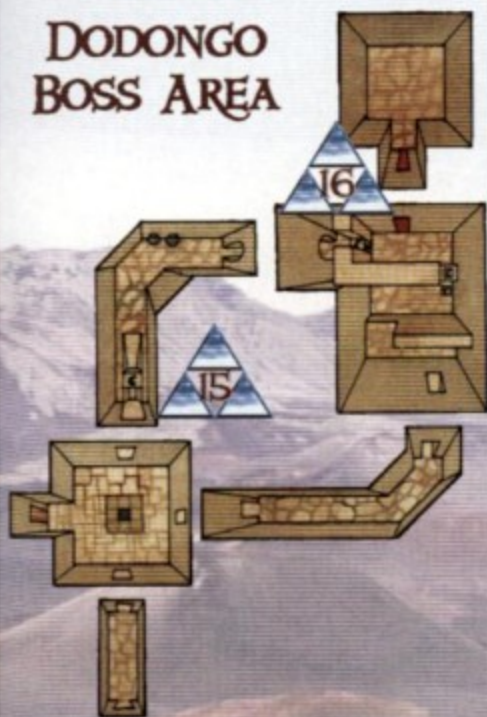
Don't miss the bombable door at Point 16, as it hides the final Skulltula, at least of the ones you can get at this point (see note). It's behind an Armos, who you can either lure away or just carefully



maneuver behind to get the Skulltula. When that's taken care of, get the final block at the edge of the last hallway, and push it down to the room where you began. Pull it out from the wall and push it into the hole in the center, and the route to the final room will open.

Plant a bomb in the center of the floor, and let gravity take you to where King Dodongo awaits.

DODONGO BOSS AREA



TWO MISSING SKULLTULAS

You've only found three Skulltulas here so far, out of a total of five. The other two require you to come back later, but I'll tell you how to get them now. The one in that first hallway is easy: Just come back as an adult when you have the Song of Scare-crows. But the second requires some forethought. To get it, you must leave the dungeon and come back, resetting many of its switches. Then take the high moving platform to the 2nd floor, and loop around back to the west side of the 2nd floor by going through the room on the east side where you got the bombs. Since the Bomb Plants have not yet been destroyed, the stone pillar surrounded by them will be in its default position, and you can cross that to the other side, where you can get to the Skulltula. You can go see it now, if you want. But it's so high up that you'll need a Boomerang or Hookshot to grab it.



Infernal Dinosaur KING DODONGO

Like many bosses in the Zelda series, the difficulty is in figuring out *how* to kill King Dodongo, not in the execution. And once you know how to hit King Dodongo, he's a very easy boss indeed. Just stand in one of the *corners* of the path, near the Lava but not touching it (see top picture). King Dodongo will go rolling past you, and just after he does, grab a Bomb Flower (or use one of your own supply) and run after him. He'll open his mouth to unleash a sea of fire, and you can just toss that bomb right in (it's easier if he's Z-targeted). It'll blow, he'll collapse, and you can get a single sword hit off of him... So make it a jump attack. Repeat this simple strategy only twice more and this Infernal Dinosaur will be extinct.



GORON CITY



Now that you have bombs to use, Goron City is suddenly looking a whole lot more interesting. A Heart Piece, a bigger Bomb Bag, a Gold Skulltula, and another chance to see Darunia's wild, sexy dance are the highlights of your heroic return to Goron City.

Or, Continue with your quest at:

Zora's River

Page 46



× 1

Current Total: 8



× 1

Current Total: 17



You can now bomb your way into the second level passage where the giant Goron is lying on the map. He won't do anything for you now, but he will promise to sell you something in a few years. And we all know what that means.

The shop downstairs is now open for service and is a good place to get bombs, especially now that you'll need them for the bomb maze here in town.



BOMB BAG

If you stop Hot Rodder Goron before you complete Dodongo's Cavern, he won't even give you the time of day. But if you stop him now, by setting a bomb in his path timed so that it will explode as he rolls by when he's inside of the covered area to the north, he'll give you a **Big Bomb Bag**, increasing your bomb-carrying capacity by an additional ten bombs!



PIECE OF HEART

If you've made the town "lively" (by lighting all of the torches in town), the giant pot in the middle of town will be spinning around wildly. If you stand at the edge of a nearby ledge and toss a bomb directly inside, the pot will toss out a surprise, depending on which side was facing you when you made it in: One side gives you more bombs, one gives you a random assortment of rupees, and one gives you a **Heart Piece**. The aim and timing takes some practice, but it will certainly reward you for the time you put into it.



GOLD SKULLTULA

If you blow open the three bombable walls to the rock maze in the Northwest corner of town, you'll just find more bombable rocks. Blow up the one on your right, then the next one, then the one on your left. Walk straight to the wall, turn right, and blow up the one directly ahead. You'll find two chests, each with a purple rupee, an obelisk, and a crate containing a Gold Skulltula.



FEEL THE BEAT!



Hey, I know you don't really give a crap about all the Heart Pieces and Bomb Bags and Skulltulas. All you really want is to walk up to Big Brother Darunia and say "dance for me, baby," in your deepest, huskiest Patrick Swayze-ist voice. Well, here's your opportunity to play Saria's song and see an encore performance of Darunia's sexy, captivating, magical dance. You know you want it.



So, um, how exactly can an Ocarina song have a "hot beat"?

DEATH MOUNTAIN



Yet more treats await at the top of Death Mountain! In addition to being pelted with volcanic debris, a trip to the top of Death Mountain will net you a Heart Piece, a couple Gold Skulltulas, and a new magic ability. Then take those bombs back to Hyrule for even more treats!

Or, Continue with your quest at:

Zora's River

Page 46



Before you head up to the peak of Death Mountain, fill up your Bomb Bag at the bomb shop (or from the spinning statue), since you'll need a lot of explosives to blow up all the boulders in your way.

One boulder near the top of this part hides an interesting secret: A pit containing a real live cow. I can't even begin to guess what it's doing up here, but it's a good source of milk if you have empty bottles after your Dodongo's Cavern adventure.

After that, things start to get nasty. Volcanic rocks pelt you from above, so keep a close eye on the earth around Link so you can hit the R button to make Link hide under his Hylian shield when you see the shadow of a falling rock. You don't have too far to go before you reach the sheer but climbable cliff wall that signals the end of the volcanic debris area. Kill the Skullwalltulas, hoist yourself up, and you'll be standing at the peak of Death Mountain.



More pesky Skullwalltulas! Carefully kill all three of them before you attempt the climb, or they'll make you miserable.



The one closer to Goron City just has a purple rupee.

There are two bombable doors in the early part of the Death Mountain trail. The one near Kakariko hides a Gold Skulltula, and you can get the token, since the wall is climbable.

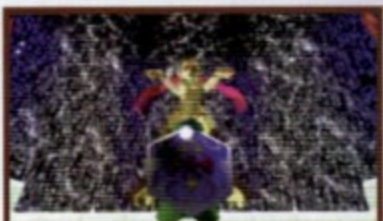




Hold down the button extra long to do this MP-consuming version of the spin slash. If you do a 360 and then tap A, you'll do a weaker version, but it won't use any magic points.

GREAT FAIRY FOUNTAIN #1

If you blow up the wall here at the peak, you'll find the first Great Fairy Fountain. Enter, stand on the triforce, play the Royal Lullaby and the great fairy will burst out of the fountain with no shortage of panache. She may have this terrible maniacal laugh and a malicious countenance that makes Ganondorf look charming and emotionally stable in comparison, but this fairy is on your side, and she'll power up your spin slash and give you the magic bar you need to use it (Your slash now has three stages of power if you hold down the B button). Return any time and repeat the process to have her completely refill your health and magic. The friend she mentions is located in the Hyrule Castle area, and will be our next stop.



PIECE OF HEART



GOLD SKULLTULA

DEATH MTN. CRATER

You won't last long in this area, since you can only stand the heat for a limited time: About 8 seconds for each heart container you have. But that should leave you just enough time to pick up a Gold Skulltula and a Heart Piece. There really isn't anywhere else you can go in here anyway.

The Skulltula is easy. Just ram into that first crate in the entrance way. The Heart Piece is a bit tougher, and will require a leap of faith on your part. Walk to the edge of the cliff, as shown in the upper right picture, and step off the edge. It looks like you'll plummet to a fiery death, but instead Link will start climbing down the cliff wall. A bit further down you'll find an alcove with a Heart Piece! If you're running low on time after you get it, just jump in the lava and you'll be magically returned to the entrance.



PIECE OF HEART

You'll find Kaepora Gaebora waiting for you at the peak of the mountain, and when you've finished talking to the Fairy and looting the crater, you should take him up on his offer to fly you back into town. Not only does this save time and give you a spectacular ride, but he also drops you off on the otherwise inaccessible roof of Impa's house.

From there, look down the east side of the roof, to where the chicken coop is. If you slowly drop off the edge, you'll land at a thin balcony by a door. Enter the door, and you're in the cow's pen, with that Piece of Heart! Who'd have thought that pesky owl would finally come in handy?



BOMBABLE STUFF



x 1

Current Total: 11



x 0

Current Total: 19

The madness continues! Fill up your Bomb Bag and head back to the heart of Hyrule for a Fairy Fountain, another Heart Piece, a new magic and the biggest Bomb Bag... And a bunch of not-so-exciting junk as well.

HYRULE FIELD

BOULDER WEST OF CASTLE



GROVE OF TREES IN SOUTHEAST



NORTHWESTERN CORNER OF FIELD



There are lots of little secret pits hidden under large, bombable boulders in Hyrule Field, and none of them have anything good, really. Most just take you to a standard pit containing a chest with some sort of weapon refill (it becomes a red or blue rupee if you don't yet have that weapon), a couple of hives, some bugs, a puddle with a fish, and an obelisk.

The one in the Northwest corner of Hyrule Field is an exception, as it contains a very useful fairy fountain.

There are also a couple of bombable pits that have no visible clue as to their location: We'll discuss those on page 61 after we get the Stone of Agony from the Skulltula house (it's the prize for 20 Skulltulas tokens), but you can flip ahead and go blow them open now if you want.

STANDARD PIT

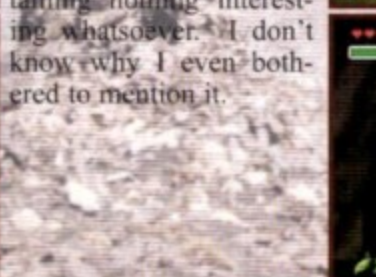
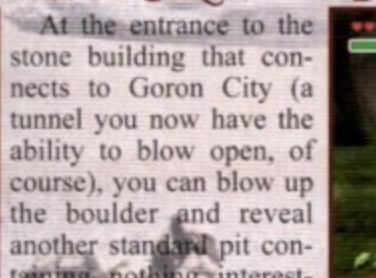


FAIRY FOUNTAIN



LOST WOODS

BOULDER NEAR TUNNEL TO GORON



BOULDER OUTSIDE OF SACRED MEADOW



At the very end of the Lost Woods, right before you reach the entrance to the Sacred Forest Meadow, there's a bombable boulder. Inside is a single Business Scrub, who will raise your Deku Nut carrying capacity to 30 for 40 rupees. Nothing to get too excited about there, unless you use the Nuts a lot.



HYRULE CASTLE



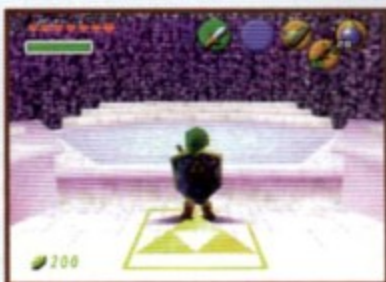
DIN'S FIRE

The first Great Fairy's friend lives

in a cave near Hyrule Castle. Sneak past the guards via the ivy (or bribe them 10 rupees to let you in) and blow open the rock behind the sign warning of a dead end. After a brief conversation with a spazzy fairy identical to the first one, you'll be given the magic of **Din's Fire**. Like the first Great Fairy, you can return here any time for a health and magic refill. Din's Fire, which uses 6 magic points (about 1/5 of your magic bar) can hurt most enemies, even when they're blocking (but don't use it against Keese, or they'll just turn



into more Flaming Keese). It can also be used to burn webs and light braziers. There's one other neat trick you can do with this magic: When you hear a Gold Skulltula nearby but can't see it, use Din's Fire and the flame's expansive range will probably hit and kill the Skulltula. When the Skulltula turns into a token, the camera will zoom in on it, giving you a clue as to its location.



PIECE OF HEART



BOMBCHU



BOMB BAG

key, since your Bombchu will detonate prematurely if it hits a spike slider or a, um, chicken (bet the Hyrule chapter of PETA isn't down with *that*).

The Bombchus you can win aren't particularly useful, but it's fun to screw around with them. If you want even more of 'em, you'll find the Bombchu shop in the back alley is now open for business.

BOMBCHU BOWLING

Now that you're acquainted with bombs, you'll find the Hyrule Market's Bombchu Bowling Alley has finally opened. The Alley is open 24 hours, costs 30 rupees, and offers five different prizes: A purple rupee, a bomb refill, a **Bomb Bag** (increasing your capacity to 40 if you already have the first Bomb Bag), 10 **Bombchus**, and a **Piece of Heart**. The prize is random, and the girl behind the counter will tell you what you're playing for as soon as you begin. You can only win the Heart Piece and Bomb Bag prizes once each.

Bombchus travel in a straight line from whatever direction you let them loose in. If they hit a wall, they'll climb it based on the direction they were going. The goal is to get them in the hole, and you have ten tries to get it into three different holes. The direction Link is facing is crucially important, especially on the last two levels. The pictures to the right show the precise angles from which you can make a goal on the last two rounds (aim straight ahead in round 1). Timing is also

SECOND ROUND



THIRD ROUND



ZORA'S RIVER



The suspiciously placed chicken that's wandering around in the early part of this stage is your first sign that Zora's River is more than just a road linking the kingdom of the Zora people to the rest of Hyrule. A bit of exploration and experimentation will uncover a Fairy Fountain, a Heart Piece, a warp pool, and even a pack of singing frogs.



After you use a bomb to blow away the boulders that are blocking your route, you'll come across a boy selling Magic Beans. The first one is a mere 10 rupees, but don't get too excited: The price is raised by ten every time you purchase a bean.

The soft bits of soil with a hole in the center (like the one right by the bean salesman) are the only places you can plant the beans, and ten such

planting spots exist in all of Hyrule. Nothing will happen immediately, but if you plant your beans as a youth, you'll return to find magical flying plants as an adult. This is frequently the only way to get at well-hidden Heart Pieces and Gold Skulltulas, so plant them diligently.



Zora's River is a fairly linear area. Just jump across the raging river near the entrance, then head east. You'll have to wade some of the time, but as long as you don't fall into the stream that runs along the south wall, you won't have any problems with the current. The Octaroks can be easily dispatched the same way you deal with Scrubs: reflect their bullets with your Deku shield.



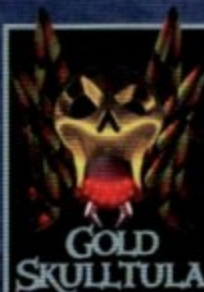
Jump across to the other side here, and then jump back when the river thins enough to allow it. From there, head straight east until you get to the area with the two strange, twisted natural bridges.



Stand atop the trident symbol in front of this waterfall and play Zelda's lullaby to open the door to Zora's Domain.

Directly to the right of the entrance is a still-water pool. It's too deep for you now, but when you gain the ability to dive deeper you can use it to warp to that mysterious pool in the Lost Woods.





Two Skulltulas call Zora's River home, and you can get both tokens now.

The first is hiding in the tree right at the entrance, and the second appears on the small ladder below the natural bridges near the waterfall (but only at night, of course).



CHICKEN-GLIDING TECH PART II

Both Pieces of Heart seem inaccessible, but you can get 'em with chicken gliding skills.

The first takes some doing. Grab your chicken and glide across, then head east. Go north over the river and up the embankment and then glide straight between the two pillars to the bank down below. Head east and throw the chicken up the hill, then climb up after it and quickly pick it back up. Turn south, wade into the shallow water, and again throw the chicken up and climb up after it (hurry before it stumbles into the water!). Then glide down from the point shown, aiming at the otherwise inaccessible little inlet (shown in the first map detail) with the stairs. When you get to the top you'll find another chicken to help you get the Piece of Heart, an obelisk, and two pits.

Getting the second one is even easier. Just haul your chicken all the way to the higher natural bridge in the northeast area and glide on down.

Bomb the boulder in the middle of the circle of smaller rocks to reveal the entrance to a new fairy fountain. There's nothing too exciting in the other open pit.



SINGING FROGS

Whip out your Ocarina on the log shown here and play one of your four Ocarina songs for the frogs. You can only play each song once, but you'll get 50 rupees for each song you play! Fill up on cash, blow it on Magic Beans, and then come back for more!



To get the second Heart Piece, take your chicken all the way to the entrance to Zora's Domain, and then glide on down.

ZORA'S DOMAIN



Although the kingdom of the Zora people is, truth be told, a small and boring place, you can grab a quick Piece of Heart, and win the Silver Scale at a simple diving game. After that, it's time to join in the search for the King Zora's missing daughter, Ruto. Only then can you earn the trust of the Zora you need to progress.



SILVER SCALE

In a kingdom of water, the ability to dive is essential. Link can dive to a limited extent, but nowhere near as deep as he needs to. To double your diving distance, you'll need the Silver Scale of the Zora people.

To get it, run up the stairs, and turn left at King Zora. The path leads to the top of the waterfall, where a Zora man will offer you the chance to play a diving game. Accept, and he tosses a handful of rupees in the water. You have only 50 seconds to collect them all. When you return to him (you don't have to do that within the 50 seconds), he'll give you the Silver Scale, allowing you to dive for a whole six count.

After you win the scale, you can replay it any number of times, at 20 rupees a play. There's no prize, but you can usually collect at least 50 rupees each play.

Winning the first time is pretty easy. Just swim over the rupee you're diving for (check where you are in relation to it by watching your shadow) and hold down the button to drive. You can use the first person perspective, but only if you press the Z button after you begin your dive.



You can make tons of cash diving for the red rupees after you win the scale. But most of 'em end up in the deep end.

The diving game is one of only two mini-games that you have to beat to get a major item





SHOP DATA

Arrows (10)	20r	Fish	200r
Arrows (30)	60r	Heart	200r
Arrows (50)	90r	Red Potion	200r
Deku Nuts (5)	15r	Zora Tunic	200r

The shop is located between the braziers in the southeast corner of Zora's Domain. Much like the Goron shop, it doesn't sell much of anything you can't get elsewhere for free, except for a tunic that won't fit. Here's a great deal: Pay 200 bucks for a fish you can catch for free a few feet away! I'll pass.



If you light all of the unlit braziers in Zora's Domain, a chest will appear between the two braziers behind the waterfall, containing a Heart Piece. If you use Deku sticks, you'll find the source of the fire is the king's room, or you can use Din's Flame to save some time at the expense of your Magic meter.



THE SEARCH FOR PRINCESS RUTO



No one in Zora's Domain has mentioned the Zora Sapphire, but everyone's involved in the search for Princess Ruto. With the King's huge butt blocking your path,

you have no choice but to join in the search.

The only clue you have to go on is that she might be in Lake Hylia. Fortunately, Lake Hylia is only a warp away, as it's



connected directly to Zora's Domain by the undersea tunnel located near the island in the main lake. With the Silver Scale equipped, Link can dive through, and arrive at this great

southern lake instantly... And the clue pointing to the Princess' whereabouts will be right in front of you.

Just dive deep a few yards ahead of where you came out



of the warp, and you'll find the third Empty Bottle, which contains a note from the Princess herself. Warp back, give the note to the King, and you can keep the bottle.



LAKE HYLIA



Your business on the shores of this majestic lake is already over, but there are a couple of fun things here you might want to stick around for. And while we're hunting for Heart Pieces and Skulltulas, we might as well stop by the river's source in nearby Gerudo Valley.

Or, Continue with your quest at:

Zora's Fountain

Page 52



PIECE OF HEART

LAKE HYLIA FISHING MINI-GAME

The building in the northeast corner of Lake Hylia contains a man-made lake stocked with fish. For only 10 rupees, Link can rent a pole and fish to his little heart's content. And if he catches a record-breaker (9 or 10 pounds), the proprietor will give him a Heart Piece for it.

Survey the pond carefully before you cast. The record-breakers are always the large fish that don't really move much. They're usually lurking near the log, or bamboo shoots, towards the center. When you think you see one Z-target him, and reel your lure in with slow, jerky movements to get him on the line (watch out for little 2 or 3 pound sniper fish darting in and grabbing your line). Reel him in by holding back and pulling left when he pulls right (and vice versa), then when you finally win, show him to the owner to collect your prize.



GOLD SKULLTULA

BEANS, BUGS, AND GOLD SKULLTULAS

Every time you see a Magic Bean patch (except, strangely, for the one in Zora's River), you know there's a Gold Skulltula in there. To make them show themselves, you'll have to let loose one of the common bugs you find crawling around in the pits all over Hyrule. Wait a

few seconds, and out comes a Skulltula! So whenever you can spare a bottle, you should put a bug in it, (since three bugs come out each time, you can always regrab one of 'em). You should have two bottles by now, so start your hunting with the patches in Lake Hylia and Gerudo Valley.





In addition to the Skulltula in the bean patch, Lake Hylia has a pair of Skulltulas. The one you can get now is on the mysterious little island with the two pillars, and the one you'll have to wait for is located behind the scientist's house (on the side facing the bridge).

There's also a Piece of Heart in that same scientist's house, and he'll give it to you if you can dive deep enough to impress him (which you can't, yet). The other interesting thing in Lake Hylia is the scarecrow on the North shore. Play a simple song for him (something easy to remember, like LRLRLRLR) and memorize it: It will come in handy later.



PIECE OF HEART



PIECE OF HEART



GOLD SKULLTULA

GERUDO VALLEY: MORE CHICKEN-GLIDING TECH



Gerudo Valley, the westernmost point of Hyrule Field, has a guarded gate you simply cannot pass through as a child. But just because you're not supposed to come here doesn't mean you shouldn't: In fact, if you failed to visit, you'd be missing out on two Skulltulas and two Heart Pieces, not to mention the best background music in the game.

There's one Skulltula on the wall by the waterfall (you can't get it yet), but the other two, as well as the Heart Pieces, require that chicken-gliding skill. Just grab the Cucco and sail off left side of the ledge, aiming for the small ledge with the box. Set down your chicken, smash the box, grab a Heart Piece, then take your chicken (if it's gone over the edge, you'll have to dive into the river, swim to Lake Hylia, and circle back again) and glide north along the same west wall. You'll land in a passage with a guard, a cow, a box, and a bean patch with a Gold Skulltula. If that's not enough, you can continue north on that path until you get behind the waterfall, where another Heart Piece awaits!



The spot with the crate is just a dot in the distance, and steering your falling off the ledge, you can go chicken perfectly can be tricky.

If you can keep your chicken from falling straight from there to the bottom.

There's a Skulltula in the planting spot, but not a whole lot else here... Unless you go behind the waterfall.

Behind the waterfall is a ladder that takes you to an alcove with one more Piece of Heart.

ZORA'S FOUNTAIN



Zora's Fountain is the starting point of the mighty river that cuts through Hyrule Field, turns into a raging waterfall in Gerudo Valley, and empties into the gargantuan Lake Hylia. It may not look like much, but its deep waters are home to a fish so huge that it holds an entire two level dungeon in its belly, as well as a certain lost princess.

JABU JABU'S FEEDING TIME

Z-target King Zora and then use your letter-in-a-bottle with the C button to show it to him. He'll ask you to continue your search for Princess Ruto, and will graciously move his fat butt out of the Zora's Fountain entranceway, a process that only takes about 45 minutes or so.

When he's finally done, head out to the Fountain. As you can see, Jabu Jabu is waiting patiently, but his mouth is clamped firmly shut.

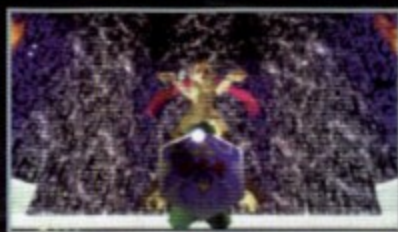
Head back into Zora's Domain, and go to the shallow water just outside of the shop. You should see an area where little fish are swimming around. Equip a bottle to your C button and use it to scoop one of 'em up. Then take that fish to Jabu Jabu and dump it out of the container in front of him. He'll open his mouth to suck it in, creating a permanent entrance to his belly.





There are two Skulltulas in Zora's Fountain. The first is in the tree on the south-east island, and the second is on the wall behind the half-submerged logs.

You can't get that one now, but the tool you need to finally snare all these too-high-up Skulltula tokens is almost in your grasp...



Set a bomb near the big grey rock on the little island in the corner of the lake, and you won't just blow up the rock: you'll blow up the whole wall! Inside you'll find another one of those terrifying fairy women with the dimples, the lunatic eyes, and that maniacal laugh (shiver)... But resist the temptation to bolt and stick around until she hands over the powerful Farore's Wind magic.

This magic, which can only be used in dungeons, sets up a warp point you can teleport back to the next time you use the magic (it then disappears, but you can always set it right back up). You can't use it to transport objects you're carrying from one location to another, which would be useful in the next dungeon, but it can still be a big time saver if you remember to use it in an area you know you'll have to back-track to. Considering the prevalence of magic bottles, it's relatively cheap too.



These fairies scare me... They scare me a lot. But you can't beat this one for convenience: When you've been badly wounded in Jabu Jabu's belly or have blown all your magic playing with Farore's Wind, come back for a fill-up.

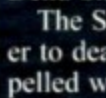
IN THE BELLY OF JABU JABU



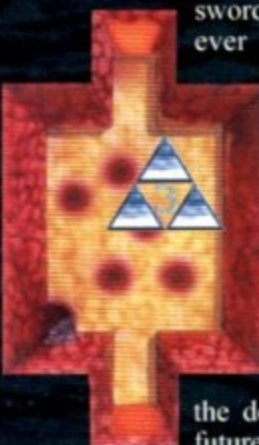
Jabu Jabu's digestive tract is a disgusting place, crawling with parasites of all sizes. You'll need to hunt down the three giant worms that block your progress at every turn, but you won't get far without the added weight of Princess Ruto. She's a pain to deal with, but you can't get through the first part of this dungeon without her.



Your journey through Jabu Jabu's intestinal tract begins with the familiar threat of Octoroks. You can run straight in-between them to avoid conflict, or wipe them out by reflecting their bullets back at them with your Deku Shield.

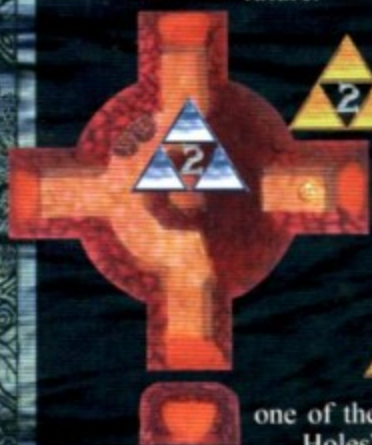


The Shaboms are much easier to deal with, and can be dispelled with a slingshot pellet, a swipe of your sword, or whatever else you happen to have around.



Or you can leave them be and walk on by (or roll on by, which might be a safer bet).

Finally, whip out your Slingshot and look towards the ceiling for the hanging bit of yellow... um... What is it, phlegm? A tonsil? A lymph node? In fact, I don't even want to know. Just shoot it to open the door, and keep an eye out for them in the future.



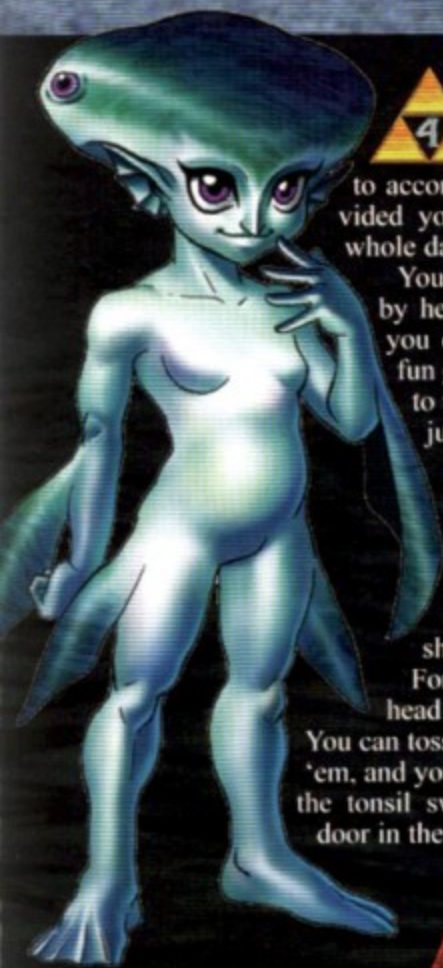
The next room introduces the threat of Biris, electrified jellyfish that will electrocute anyone foolish enough to strike them with a metal blade. So stick to your sub weapons, like the Slingshot, Deku Nut, or Deku Sticks. Or just avoid the Biris altogether.



Princess Ruto greets you with the endearing hostility you'll learn to expect from her, and then jumps down one of the swirling, um— let's call them "Yuck Holes"— that are peppered around this room. Pay attention and jump down the same one, since her presence is crucial to your completion of this dungeon.

If you got the right one, you'll end up at Point 4 on the next page. If you miss and end up somewhere else, you'll have to climb up the ivy-like web of mucus (getting nauseous yet?) that leads back to this room.





4 After a bit of gentle persuasion, Ruto will agree to accompany you, provided you carry her the whole damn way.

You may be vexed by her arrogance, but you can have lots of fun getting revenge. For example, you no longer have to waste your own ammo killing Biris: Now you can just huck Ruto at 'em!

But don't throw her around carelessly, 'cause if she ends up on the wrong side of the platform, you'll have to leave and come back to reset her position (and you know she'll be pissed).

For now, grab her and head through the door behind you. You can toss her at the bubbles to pop 'em, and you can even huck her at the tonsil switch to open the door in the hallway.



JABU JABU LEVEL BI

5 Ruto doesn't like to get wet (even though she's half fish?) so wade across the pond and toss her to the other side before you hit the switch. Then nail Gold Skulltula number 1 on the ivy-like stuff, and climb up there. In the alcove, you'll find some pots, one of which contains a fairy.

From there you can jump back down to Ruto, bypassing the whole switch thing altogether, and continue on to the south.

6 If you set Ruto down on the ledge before the elevator and dive a bit below the west wall, you'll find a little tunnel and resurface near a platform with a very annoying Business Scrub that likes to nail you with his little bullets just as you get up on the ledge. Time it carefully, knock one of his bullets back at him (or fire the sling-shot), and he'll be ready to deal... 5 Deku Nuts for 20 bucks? Hardly worth the effort.

Then grab Ruto and, with her still on your shoulders, jump onto the elevator and let it take you back to the first floor. Carefully avoiding the Biris, make your way back to the room with the Yuck Holes.



JABU-JABU



Zip right past all the Yuck Holes, and keep a tight grip on Ruto lest she be sucked into one of the vortexes. Avoid the Biris (especially the big ones) as you make your way to the door on the other side.

This new area branches off in five different directions, but many of them are blocked by electrified tentacles in a variety of highly unpleasant fecal colors. The whole area is



back just as it surfaces to gain a bit of space, then quickly use a jump attack as it's starting to hover. Kill all four and a chest will appear. The Boomerang is finally yours! Grab Ruto and move on!



guarded by centipede-like enemies known as "Tailpasarans," who are difficult to harm at this point. Evade them and be careful not to let go of Princess Ruto, for the floor here is constantly flowing backwards, and you might have trouble catching up to her up again.

Your first destination is Point 8, the easternmost room. You'll need Ruto's weight on your shoulders to flip the switch that opens the door.

Drop Ruto in a corner and draw your sword when you enter this Stinger-infested room. They're lurking beneath the surface. To draw one out, Z-target it and approach it (or toss a Deku Nut at it). Step



Now you need to get to the room on the opposite end. Fortunately your journey will

be a bit easier with the 'rang in your hand, as it can kill the previously difficult Tailpasaran enemies. Just make sure Ruto doesn't get sucked away by the moving floor while you're fighting!

When you get to Point 9, drop Princess Ruto on the switch and head inside, 'rang at the ready. The orangey-brown tentacle you'll fight is a cinch: Just hit him with a sucker shot, run forward a bit to lure him down from the ceiling, step back and repeat. When he explodes into icky brown chunks a few minutes later, he'll leave behind the Dungeon Map, and all the other tentacles of his color will be gone for good!



It's best to work alone (no need to carry dead-weight Ruto) as you hit the remaining rooms in the order they appear on the map. In room 10, snuff all the Shaboms in 40 seconds (piece of cake, that) for the Compass, then kill the other two tentacles in rooms 11 and 12. The one in room 12 has an entourage of Biris, but your Boomerang will make short work of them just before it kills their puke green leader.





Ruto will be waiting for you where you last left her. Grab her, head to the Yuck Hole Room, and jump down the hole where the green tentacle used to be (on the map it's the one in the northwest corner) and you'll land on the part of the main room in level B1 where the two Gold Skulltulas are. Kill 'em with your Slingshot and snag the tokens with your 'rang, then take Ruto through the door to the west. Toss her onto the platform, and then prepare to fight the BigOcto mini-boss. Once again, she'll sit it out while we do the work.

Not that there's a lot of work involved in offing BigOcto. Nail him with your 'rang once to stun him, then wait for him to start spinning, and nail him again. If his back ends up facing you, repeatedly stick him with your sword, and if it's not, just 'rang him again and hope for better luck.



After your victory, the elevator will take you to a new part of level 1F. Head south towards the exit, where a pack of Biris and two of those big red chunks of... Ugh, what are those, tongues? Way down here? Again, I'm going to have to suggest you don't think about it, and just nail them with your 'rang to stun 'em before you jump across.



When you get to the third room of this brief area (Point 15), the platform will crumble and you'll fall back to the dungeon's second room. Except now that last piece of flesh (!?) is in place, so you can finally jump over to the room on the west side.



Your slingshot can't penetrate the webbing, so you'll need to use your 'rang to go around it. Z-target the switch and stand at the edge of this ledge to get an unobstructed shot.

Since Ruto's off doing whatever it is she does when she abandons you, you'll have to replace her with one of the crates in this room when you go to trip the weight-activated switch guarding the west door. The crate has the same amazing ability to sit there and take up space that Ruto does, and with far less backtalk!



Inside Point 16 you'll find a bunch of Biris, the last Skulltula crawling on the vines, and a tricky switch (see caption) encased in mucousy webbing sealing off the boss door.



Bio-Electric Anemone BARINADE

Barinade goes through many forms, some of them quite aggressive, but his lack of constitution and the plethora of recovery hearts in this room should make for a fairly easy boss fight.

Start by getting medium-close, Z-target the stuff on the top, and keep walking in a circle around the boss as you use your Boomerang to give him a haircut. Next hit the little Biris he generates and wait for an opening to hit the main body with your Boomerang. It'll become stunned and turn blue (the Biris will keep moving, so be careful), your opportunity to rush up and hack at it with your Kokiri Sword. When Barinade goes on the attack, use your Z-targetting to get a bead on any of his little pieces and 'rang away at them as you backstep away.

The key to this boss is knowing when to go in for a hit and when not to. You don't need to kill all the Biris before you can hit him, but study their arcs carefully before you run in for a shot.



Don't go for the kill too early: Concentrate on disabling him early on and don't attack the body until you've broken down his offensive capability..



Ruto will hand over the Zora Sapphire after you collect your Heart Container and warp out of the dungeon, but not before she tricks you into committing to marry her. It's tempting, I suppose... She is kinda cute and I like a bit of haughtiness in my princesses (Zelda needs to work on that). But I've always had this thing about girls with two extra eyes on the tops of their heads, so, um... I think I'll pass. Pocket the Sapphire and go see two-eyed Princess Zelda instead.

You're free to continue on to the world of Adult Link now, but take a minute to think about it before you rush into the uncertain future. After all, you mustn't forget the ancient Chinese proverb* that goes like, "every new beginning is some other beginning's end," or something to that effect. Growing up means saying goodbye to the Hyrule Link knew as a youth, at least for a little while. And are you truly prepared to move on? Did you get every Piece of Heart, every last Skulltula? Did you do that whole crazy Mask-trading mini-game, and catch a ten pound fish, and plant eight of the ten Magic Beans? Did you? Well, did you? If the answer is "yes," or "shut up," or "I just don't care," then skip ahead to page 62. Otherwise, stick around for the:

MISCELLANEOUS UPDATES x 2 x 15

Current Total: 19 Current Total: 44

ZORA'S RIVER AREA

Now that you have the Boomerang, you can grab that Gold Skulltula on the wall of Zora's Fountain, as well as any Heart Pieces you didn't get in Zora's River. You'll have to aim the 'rang manually to get the Hearts (you can Z-target Skulltula tokens, however).

The boomerang can also smash

those weird hives you see in the corners of the ceiling sometimes. There are a couple of 'em in and around the king's room in Zora's Domain, and they appear frequently in underground pits. Once again you'll have to aim manually, which can be very difficult, and it's rarely worth it. A couple of them contain red rupees, but that's about it.

KAKARIKO VILLAGE

If you've been checking back at the Skulltula House regularly, you've probably already picked up the Stone of Agony for killing 20 Skulltulas. This highly important item makes your Rumble Pack shake

whenever you walk near a spot where there's a hidden pit. Up until now most of the pits have either been open or under obvious rocks and stuff, but there are many hidden pits that have no visible clues at all. That's when the Stone comes in handy. Many of the pits require bombs to open, but some require a song that you haven't learned yet, so don't worry if you can't find a pit everywhere that your pack shakes.

The first pit is right here in Kakariko village, not far from the Skulltula house. When you feel the rumble, plant a bomb and step back. Then step into the hole and kill the two Redeads for a Huge Rupee, worth 200 regular rupees!

While you're in town, go grab that Piece of Heart from the windmill: If you position yourself just right, you'll be able to nail it with your 'rang.

There's a Skulltula on the cemetery wall that you can also grab with the Boomerang, and another one in the loose soil of the Magic Bean planting spot (which you mustn't forget to plant a bean in, too, of course).



At 30 Skulltula tokens, you get a Giant's Wallet, which allows you to hold 500 rupees! The next prize is a bit suckier... Just more of those relatively useless Bombchus. Come back when you have fifty (as a kid or adult) for the final prize: a Piece of Heart!



* No, wait, my mistake. That's not a proverb, that's a lyric from that annoying Semisonic song that every radio station in America plays 30 or 40 times daily. My bad.

MISC UPDATES

You can also go back and get these six Skulltulas now that you have the Boomerang (in addition to the one in Zora's Fountain). Of all of these, only the one in Dodongo's Cavern will still be there in the future, and when you go back there with one of the items you can only get as an adult, you can pick up the other missing Dodongo's Cavern Skulltula as well.



Lake Hylia: Back of the laboratory.



Gerudo Valley: Waterfall at night.



Lon Lon Ranch: 2nd story window.



Lon Lon Ranch: Outside wall.



Deku Tree: That last Skulltula behind the bombable door in B1.



Dodongo Cavern: You can't get #5 yet, but you can get #4 (discussed on page 39) with the Boomerang.

SKULLTULA ROUND-UP

Don't forget to go back to all of the Magic Bean planting spots to plant your beans and use bottled bugs to uncover the Skulltulas hiding down there. In addition to the one at Lake Hylia, here are the other seven you can get to now.



Lost Woods



Lost Woods... again!



Kakariko Graveyard



Death Mountain Trail



Zora's River (no Skulltula here)



Kokiri Forest



Gerudo Valley

MASK TRADING GAME



We've talked about this a bit in the past, but since it's not possible to take this mini-game to its completion until you've received all three Spiritual Stones, we've held our full coverage until now. All you need to do is check out each mask, find the person who wants it, and put it on in their presence. When you return to the Mask Shop, you'll get access to the next one. A couple of the masks have neat special abilities to boot, too.



1 KEATON MASK



"Keaton" Mask? Whatever it is, this mask must be given to the guard by the entrance to the Death Mountain Trail. It's for his "son," you see. That's why he wears it 24 hours a day.

2 SKULL MASK



The Skull Kid who gave you a Heart Piece for playing Saria's Song in the Lost Woods wants this mask... But first head to the "Forest Stage" for a secret (see sidebar). (continued next page)

3. SPOOKY MASK



This mask makes you look like a ReDead (not that they care), so its destination is natural: Take it to the graveyard, where the little kid who's always playing will snap it right up.

4. BUNNY HOOD



Now that you have all 3 stones, you'll find a freaky man running around Lon Lon Ranch in Hyrule Field. Sell him this mask for 500 rupees (!) to quadruple his running speed.

5. MASK OF TRUTH



This mask is for keeps: Take it with you and wherever you go you'll be able to talk to the strange grey obelisks scattered everywhere. You'll hear some very interesting information.

FOREST STAGE MASK TRICKS

The one pit in the Lost Woods marked "Forest Stage" seemingly contains nothing—unless you wear a mask. If you wear the Skull Mask, the Business Scrubs will all pop out and raise your Deku Stick max. If you wear the Mask of Truth, the leader of the Scrubs will raise your Deku Nut max (if you come back and do this, they'll dance a bit and explode into rupees). If you wear any other mask, they'll turn on you and begin to attack.



OTHER MASKS

When you get the Mask of Truth, you'll also get access to three other masks that don't do much except look cool and change what some people say to you.



HYRULE FIELD

EAST OF CASTLE



NORTH OF LON LON



NEAR GERUDO VALLEY



Your Stone of Agony will guide you to four more bombable pits in Hyrule Field. This is the big four: They contain both of Hyrule Field's Skulltulas and both of its Heart Pieces. Unfortunately, one of the Heart Pieces (in the pool beneath the tree north of Lon Lon Ranch) will continue to evade you until you increase your diving capability. Use fire to burn the webs in the Skulltula pits, and the rest should be self-explanatory!



CENTER OF GATES NEAR LAKE HYLIA

Just when you were thinking that buying stuff from Business Scrubs was always a waste of time and money, you meet this guy, clearly a drop-out from the Business Scrub school of commerce. Just plant a bomb dead in the center of the four fences near Lake Hylia to reveal a pit with a Scrub that'll sell you a Heart Piece for 10 rupees! Possibly the easiest-to-get Heart Piece in the game.

TEMPLE OF TIME



You've collected the three Spiritual Stones that Zelda requested, and all that remains is for you to deliver them to her. But just as you approach the castle, your premonition comes true: Impa and Zelda flee from Ganon, pausing only to toss you the final tool you need to proceed in your quest. Hurry to Hyrule Market's Temple of Time!

LINK'S TRUE QUEST BEGINS

With all three Spiritual Stones in Link's possession, the most obvious course of action would be to meet with Zelda again. But you won't get anywhere near that goal, as night begins to fall as soon as you near Hyrule Castle, and the dream you and Zelda shared plays itself out exactly as you feared it would.

But this time there's a twist: Zelda, showing a finer throwing arm than many professional



quarterbacks, tosses the Ocarina of Time towards you, into the moat. When things settle down, dive in to get it, then take it to the Temple of Time. Play the Song of Time as she teaches you, and set your three stones into the altar to open the path to the Master Sword... And your future.



The Song of Time appears in the number 6 slot in your inventory, bypassing slot #5. Don't worry, you haven't missed anything.





HYRULE MARKET



Link awakens at the Hyrule Temple of Time, seven years later. Although he did not feel the passage of time, he is now a grown man, stuck in a future that Ganondorf seems to be on the verge of conquering. Only by utilizing the power of the six medallions can Link find and destroy Ganon.



RAURU, THE SAGE OF LIGHT



You knew this would happen sooner or later: Link has grown up. As a result, he can wield a full-sized sword, hold his Hylian Shield the right way, jump farther, climb higher, and use a whole new set of weapons. Unfortunately, he's lost access to the Boomerang, the Slingshot, and Deku Sticks (explain to me again why adults can't use such things?), leaving Link with nothing but Deku Nuts to supplement his unchanged repertoire of sword attacks.

Link's quest has changed as well. Now he must find the six medallions. *continued next page*

(continued)

You get the **Light Medallion** from Rauru, the first of the six sages. Rest assured that the next five won't be quite so easy: Each one is guarded by a fierce boss at the end of a massive dungeon.

There is no specific order in which you must tackle these dungeons, but you won't get far if you don't have the **Hookshot**, the new "skill" Sheik suggests you get in Kakariko. You really have no choice but to take his advice.

As you leave the Temple of Time, you'll find that there have been some changes in the last seven years, none more drastic than what's been happening at Hyrule Castle. First of all, the Marketplace has been overrun by Redeads, so be careful as you make your exit. These Redeads don't have the ability to stun you, but their chokehold attacks do just as much damage as the ones you've faced before. Fortunately, they'll still be frozen by the Song of the Sun, and with your double-power Master Sword at your hip, you might find it to be worth the risk of killing them if you need to fill up on Magic... They drop Magic Pots at a very high rate.



Hyrule Castle is no more. In its place floats the completely inaccessible Ganon's Castle. There's not much you can do here but gawk in horror, but if you look closely you'll find a Gold Skulltula behind what used to be the gate at Hyrule Castle. You can't get the token yet (unless you want to take a risk of jumping into the lava), but you can come back to it when you get the Hookshot at Kakariko Village.



In the last seven years, all the old Skulltulas have disappeared, but this is the first of a handful of new ones.



You knew the fourth bottle had to be around here somewhere... But figuring out where it is and actually acquiring it are completely different matters.

The room at the entrance to Hyrule Market, where you used to have such fun smashing pots for cash, has a new occupant: an undead specter who deals in Poe spirits, which you can get from killing Poes and grabbing their remains with a bottle. But he won't be too impressed with normal, garden variety Poes. He wants the special **Big Poes** that lurk in Hyrule Field. Catch him ten of them (only ten exist) and he'll give you the **Empty Bottle** as a bonus (plus 50 rupees for each one).

Sound difficult? You don't know the half of it. Big Poes are tremendous cowards, and they'll run faster than you can catch them. Your only chance is to nail them with a bow on horseback, a difficult task made all the harder by the fact that you don't yet have a bow or horse. So you'd better come back to this one.



It may take a while to get used to Adult Link's much higher swing.



INGO'S RANCH

WINNING EPONA THE HORSE

You see Link proudly trotting across the field on his majestic steed every time you start up the game, but I doubt most people will even figure out how to get the horse their first time through the game. Getting the horse is entirely optional, and the clues pointing towards it are rare, so pay close attention: If you miss this, you'll be missing out on one of the coolest features this version of Zelda has to offer.

You can acquire the horse at any point as an adult, but we suggest you do it immediately. After all, the sooner you get it, the longer you have to play with it.

Here's the process: Head on over to the Ranch, picking up as many rupees as you can grab on the way, if you're low (it's 20 rupees to get in the door, and every try at the horse costs an additional 50 rupees). Talk to Ingo, waiting outside the stable, and go ahead and pay him the 10-spot to ride a horse for one whole minute. Do it a couple of times to get the feel of the horse, but don't bother with the horse he offers you. Instead, play Epona's Song and Epona will come running towards you and allow you to mount (there's no way to catch her outside of playing the song). When your minute is up, repeat the process, and then, while you're on Epona's back, talk to Ingo. He'll propose a race, with 50 rupees as the stakes. If you win, a flustered Ingo will offer a rematch, and this time he'll promise you the horse if he loses.

Win, and he'll keep his promise, but with a condition: you can never leave the ranch with your horse. That's dirty and he knows it, but you can break the rules by building up enough speed and jumping over the low retaining walls separating the ranch from the rest of Hyrule Field. Epona will be yours forever.

Ganondorf has taken the ranch from the 'Lons and awarded it to their malevolent stablehand, Ingo. Now that you're all grown up (and so is Epona), Ingo will let you go for a ride, and if you play your cards right, you can come away with a horse of your own.

Or, Continue with your quest at:

Kakariko Village

Page 68



To recap, Ingo will only offer to race you the 2nd time or later, and only if you talk to him while you're riding Epona.



The first race is easy. Try to keep your carrot bar always at 4 out of 5, whipping only when the fifth carrot returns.



The second race is more difficult. I like to use three or four consecutive whips to get ahead of Ingo, then hold him back by staying in his way while your speed slowly regenerates.



After you win the second time, you'll have to sneak Epona out of the ranch by leaping over this fence. Go a lap or two around first to work up the necessary speed.



MALON'S RACECOURSE

If you return to Ingo Ranch (it'll be Lon Lon Ranch again when you tell Talon of your victory), you can talk to Malon and get her to train you a bit in the art of horsemanship. She'll offer you a chance to run a timed, two-lap course around the stable, and will give you a prize if you beat the record of 50 seconds.

The best strategy is to keep a solid rhythm going by cracking the whip whenever the fifth carrot regenerates (never dipping below four carrots), and taking the turns as tightly as possible without hitting the wall (which will cause you to miss the jumps).



Despite what you may have hoped, the prize isn't a Heart Piece or Bottle... It's a damn cow, delivered directly to Link's home (I'll bet that's a violation of his rental agreement). I guess the thought is that now you can get free milk whenever you want, but so? Who cares? There's clearly something deeply wrong with that Malon.

REVENGE OF THE CUCCOS

Just like the SNES version of *Zelda* (Link to the Past), you can incite a huge swarm of chickens to attack by wailing on one of them with a sword for a few minutes. *Ocarina of Time* provides yet another way to mess with the little buggers: Just trample one with your horse (a trick that you can only pull off in this area), and watch the swarm attack when the cinematics end. They don't damage you or anything, so just run one down and watch the fun!



Once you've escaped with Epona, you'll be able to use her to get around quickly in Hyrule Field, Lake Hylia, and Gerudo Valley (you can summon her in any of those locations with Epona's Song). You can use your bow to shoot enemies from horseback, or tear up plants simply by trampling them. Also, though it's certainly optional, you can go through the entire Trading Game process now (see pages 68, 70, and 105) to get the Biggoron Sword, the best weapon in the game. Epona is fast, fun, convenient, and hey, she's good eatin', too! Errr... Ummm... Forget I just said that.

KAKARIKO VILLAGE



Now that the Castle has fallen, Kakariko has become the default human capitol of Hyrule. In addition to its original residents, it now also houses a number of refugees from Hyrule Market. Your business is with Dampé the Gravedigger, but don't miss the opportunity to grab a couple Pieces of Heart and get started in a new trading game.



KAKARIKO TRADING GAME



Cojiro will only crow for its master, who is currently poaching in the Lost Woods.

As an adult, you're given the opportunity to participate in an event similar to the Mask-trading game you played as a child. You just swap one item for another, 12 times, across all of Hyrule, and at the end you'll have the powerful, unbreakable **Biggoron Sword**. The trading game starts here in Kakariko.

First, talk to the Chicken Lady who gave you the bottle in the first quest. She'll give you a **Pocket Egg**, which will hatch into the **Pocket Cucco** at the next sunrise (you can speed that up with the Song of the Sun). When it hatches, use it to wake up Talon, who's crashed at the house with the freaky man-woman in the mid part of town. If you've already bested Ingo at this point, he'll head back to take over the ranch. If not, he'll stick around Kakariko until you do.

Anyway, once the Chicken has done its duty, return it to the Chicken lady, and she'll give you **Cojiro**, the blue chicken, which you can unload in the next section, the Lost Woods.



PIECE OF HEART



GOLD SKULLTULA

ROOFTOP SHENANIGANS

Once you get the **Hookshot** (see next page), you can use it to latch onto any of the shingled rooftops here in Kakariko. From there you can jump to other roofs, including two that give you nice treats.

If you visit the guy who's sitting on his roof looking at Death Mountain, he'll give you a **Heart Piece** as a memento. If you get to the top of Impa's house at night, you'll find the final Kakariko Gold Skulltula.



THE SONG OF STORMS

An interesting time paradox awaits you at the windmill, and if you can unravel it, you'll learn the sixth song and open the path to a very important dungeon.

If you talk to the accordion-player in the windmill, he will tell you about how a young Ocarina player played a song that ruined his windmill seven years ago. You don't recall playing it, but if you show him your Ocarina, he'll teach it to you. You now know the **Song of Storms**.

Playing it now won't do anything, since the damage has already been done. But if you go back in time and play it again, the event that he remembers so painfully will finally occur. So, um, where exactly did the song come from, if he learned it from you and you learned it from him? Isn't Time Travel fun?

Anyway, mucking with windmills is only one of the delightful

things you can do with this piece of music. It can open pits in the ground that cause your Stone of Agony to rumble (you've probably already come across some that you couldn't open with bombs), it can be played to the frogs (as a child) for a **Heart Piece**, and you can whip it out anytime you just feel like a bit of bad weather.



If you planted your magic beans in the corner of the graveyard as a child, you'll now have a magic plant

that will take you to a box containing a **Heart Piece**!



Dampe's "heart-pounding" lifestyle apparently caught up with him in the seven years you've been in stasis. You can read his Last Will & Testament in the pages of the diary in his hut, in which he bequeaths his "stretching, shrinking keepsake" (um... yuck) to whoever can challenge his ghost.

His grave is the one on the left row that didn't use to have flowers on it. In his crypt, Dampe will challenge you to a race you can't win, in which you must follow him through the winding catacombs as he shoots fire at you. Simply making it to the exit (tougher than you'd think, since you can lose him around the turns if you get hit by the fire) nets you the **Hookshot**... Making it to the end in one minute or less (you can repeat the race endlessly) will get you a **Heart Piece**. You need the Hookshot immediately, so keep trying 'til you get it. But to match or beat the one minute time, you'll have to roll (which is

DAMPE'S CATACOMB RACE



The fireballs Dampe throws at you can be dispelled with a swipe of your sword, but it's always faster to just run around them.

Roll to travel down straightaways faster when no flames are present. This will help you shave seconds off your time.

You have to use the Song of Time to eliminate this final obstacle. Remember the pattern on the stone, you'll see it again.

If you didn't use your boomerang to get the Heart Piece in the windmill yet, you can grab it from the spot where you exit Dampe's maze.

LOST WOODS



The Forest Temple is situated in the Sacred Forest Meadow you visited as a child. Saria is gone, but Sheik is waiting, and you can finally make it to the previously inaccessible temple entrance with your hookshot.

Or, challenge one of these dungeons first:

Fire Temple Page 82

Ice Cavern Page 90



LOST WOODS OVERVIEW



Since the death of the Deku Tree, Kokiri Forest has become infested with monsters. Ignore the plight of the Kokiri for now and continue on to the Lost Woods... You will find it much easier to get around in town after you've cleared the Forest Temple.

Near the pool, you'll come across your old friend, Mido. To prove to him that you're a friend of Saria's, play her song, and he'll let you pass.

TRADING GAME PART II

Cojiro's master is waiting in the clearing, beneath the tree where the Skull Kid used to play the bone flute.

If you hand over Cojiro, he'll give you the **Odd Mushroom**, which you'll have to take back to the old woman in the alternate potion shop in Kakariko. Unfortunately, you have only a few minutes to complete this task before the Mushroom spoils, so don't even talk to him unless you're willing to head back to Kakariko immediately.

The witch in Kakariko will give you the **Odd Medicine**, which you must return to the man who took Cojiro. Give that to the Kokiri girl who was waiting where the sick man had been, and you will receive the **Poacher's Saw**. And that's as far as you can take the trading game at this point.





MAGIC BEANS * SKULLTULAS

There are two Magic Bean spots here in the Lost Woods, but only one of them, located at Point 4, leads to anything. If you check out the ledge that magic plant connects to at night, you'll find a Gold Skulltula. The one at Point 3 just sort of flies you around, revealing a lame short cut back to the bridge out of there, and, really, that's about it. Don't miss the other new Gold Skulltula, mentioned below.



THE SACRED MEADOW VALLEY

Moriblins are total wusses, dying after only one metal hook in the back. Although I suppose that does sound painful.



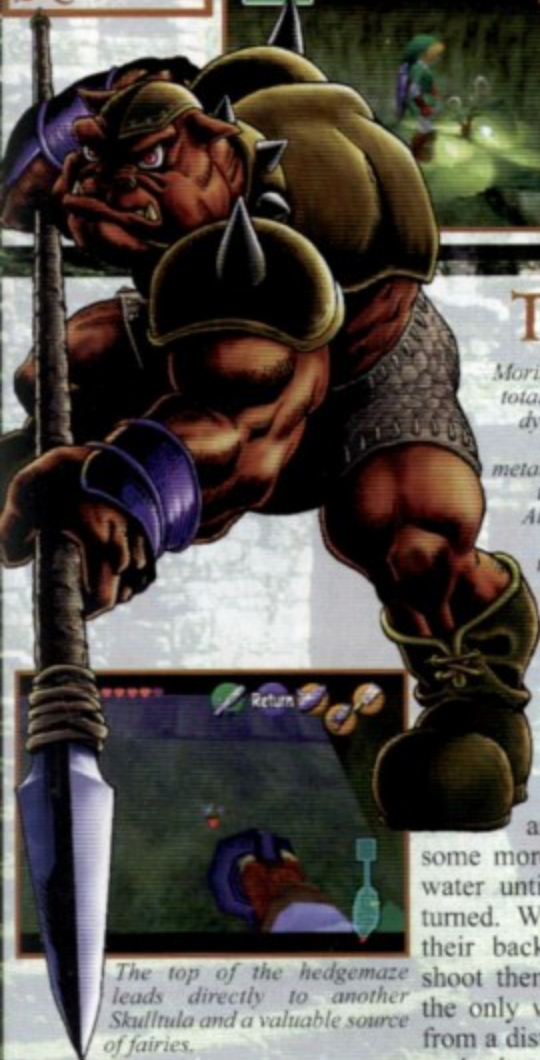
The Sacred Forest Meadow is full of gigantic new enemies. Walking the paths through the hedges that used to be full of Mad Scrubs are Moriblins, crazed giant goblins that will lunge at you, spear first, if you ever fall within their line of vision. These hits knock you back all the way to the pools at the end of each path, and unless you want to be smacked around

some more, you'd be wise not to get out of the water until your enemy's back is turned. When the Moriblins do turn their back, seize the opening and shoot them with your Hookshot. It's the only weapon that can damage them from a distance, and it kills instantly.

At the end you'll fight a Monblin, who uses his giant hammer to send shockwaves through the Earth. He targets your last position, so weave from the left to the right to avoid them, until you can step right past him.

Don't forget about the fairy fountain in the middle of the hedge maze (it will come in very handy during this dungeon). And while you're up there, snag one more Gold Skulltula, on the wall to the East.

There's a bit more to the Monblin. You'll have to weave rapidly from the left wall to the right wall to dodge his well-aimed shots.



The top of the hedgemaze leads directly to another Skulltula and a valuable source of fairies.



FOREST TEMPLE



This may be the first of the five temples, but if you're expecting it to be any easier than the other four, you'll be in for a nasty surprise. A confusing pair of rotating corridors round out this baffling dungeon.

Or, challenge one of these dungeons first:

Fire Temple Page 82

Ice Cavern Page 92



Sheik is waiting at the beginning of this temple to teach you the **Minuet of Forest**, a catchy little tune that will warp you here whenever you want. There's one warp song for each of the six temples, and this one's particularly useful, since you can warp here from other dungeons to stock up on fairies at the nearby fairy fountain. Not that you asked, but according to my 1991 Webster's College Dictionary, a "minuet" is a "a piece of music for a slow, stately dance in triple meter, popular in the 17th and 18th centuries." Clearly someone at Nintendo owns a very good Thesaurus, 'cause all of the warp songs have similarly cool names. Anyway, Versus Books encourages you to enjoy a "slow, stately dance" in the privacy of your own home whenever this is played.

Once Sheik leaves, fire at the high, horizontal branch of the dead tree (you have to be fairly close, and you'll know you're close enough when the red targeting light shines) and your Hookshot will pull you up to the crumbling ledge where the entrance stands.



You can easily waste the two Wolfos enemies here by simply blocking until one strikes, then retaliating with a jump attack. Unfortunately, the Wolfos tend to be pretty defensive enemies, so this could take a while. Instead, you might want to use your block-crushing Spin Attack to get some easy hits, or simply ignore them altogether as you head up the ivy towards this area's Skulltula and Small Key.



The Hookshot can't latch onto anything stone or metal, but it will latch onto most things that are organic, including trees, ivy, and (this is very useful) wooden treasure chests.





The Hookshot reacts to enemies in different ways. Sometimes it kills them, sometimes it does just a little damage, sometimes it stuns them. Experiment often, as you never know when you'll discover a great tip, like that the Hookshot can blow away a Big Skulltula in a single shot, regardless of whether its back is turned to you or not.



When you enter the Great Hall, head straight to the northernmost door, ignoring the doors to your left and right. As you near the door, look to your right for a Gold Skulltula. Fire your Hookshot once to kill it and again to retrieve the token. Enter the door ahead and get ready to block.



Blue Bubbles are the first of a handful of new enemies in this dungeon. They're invulnerable when surrounded by their blue fire, but you can put it out by Z-targeting them, holding R to pull out your shield, and simply ramming your shield into the fire. It'll go out, giving you more than enough time to unsheath your blade and cut the skull in two with a jump attack.



Stalfos are among the most powerful enemies in the game, but you shouldn't be intimidated, as a patient fighter can beat these impetuous skeletons flawlessly every time. The trick is simply to Z-target one (amazingly, the one that isn't targeted will simply wait patiently for the first fight to end), keep your shield up constantly, and wait for the Stalfos to swing his sword. As soon as it clangs against your shield, nail him with a jump attack.

Don't worry if it takes you a couple of tries to get the timing right, since there's a fairy in one of the pots to replenish any health you lose while practicing. Kill both Stalfos and a chest will appear, containing the second of four small keys.



I guess there's honor among even the Stalfos, as they refuse to team up on you when you have one of them Z-targeted.



FOREST TEMPLE

GREAT HALL AND COURTYARDS, 1ST FLOOR



After vanquishing the Stalfos, return to the Great Hall and take the door immediately to your right. It's blocked by one of those strange blue blocks that you might remember from

Dampe's catacombs... Once again you'll have to turn to the Song of Time to clear the passageway.



The massive West Courtyard is linked via two different passages to the equally large East Courtyard. There's a clearly visible Skulltula



here, but you're too far away to get it with your Hookshot, so ignore it for now and instead turn your Hookshot on the Skullwalltulas roaming the ivy on the east wall. When they're out of the way, climb up the ivy to the balcony, which leads to a thin corridor. Dispatch another easy Blue Bubble and you'll receive the **Dungeon Map**.



Continuing past the treasure chest, you'll find yourself in the balcony of the West Courtyard. There's another balcony nearby, and if you aim your Hookshot at the target above, you'll land right where you want to be.

Hitting the switch drains the water in the wells of either courtyard, creating a passage linking the two courtyards. You have no reason to return to the East one, but visit the passageway so you can at least snag the third small key before you climb back up.



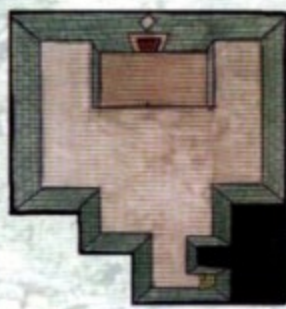
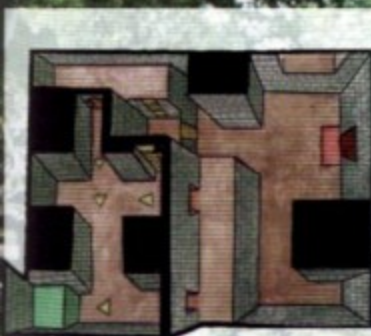
Hookshot targets, which appear as metal squares containing circular holes, are scattered throughout all of the temple dungeons.



Before you enter the door back to the Great Hall (which will lock behind you), check out the island in the north-east. You can't swim across, but if you get just the right angle, you'll be able to latch onto the treasure chest with your Hookshot. It doesn't contain anything interesting (a recovery heart! Ooh!), but it is a necessary stepping stone towards getting the Forest Temple's fourth Gold Skulltula, which you'll now be within Hookshot range of.

Now that you have all three keys in your pocket, it's time to return to the Great Hall and visit the Temple's stone tower.





BASE FLOOR

MIDDLE FLOOR

TOP FLOOR



These Blue Bubbles aren't as good at taking turns as the Stalfos are, so it's a good idea to incapacitate them both before you go for the kills.

The box-pushing puzzle in this three level room isn't quite as complicated as it looks. The trick is simply to follow the arrows, and when you can't push or pull any farther, to go out and look for a way to get at the box from a new angle. Returning to where the boxes were originally placed will sometimes reveal the ladder or passage you need to get around.

On the top floor, you'll fight two more Blue Bubbles before you use the first of your three Small Keys.



As you enter the twisted hallway, take note of the silver eye above the door. This is the mechanism that twists and untwists the next two rooms you will encounter (although you cannot activate it yet). Only by coming back later to untwist this area can you get the Boss Key from the ornamental treasure chest stuck to one of the walls.

Cross the haunted staircase, ignoring the phantom paintings for now. In the room at the end of the hall you'll encounter one more Stalfos, with the added challenge of a pit in the center. The Stalfos can't fall in the pit, but you can (you'll end up in the room on the first floor where you fought the first pack of Stalfos), so be careful of a mis-timed jump attack. Kill the first Stalfos here and two more appear; when you kill the first of these, try to kill the other before his mate can regenerate. When both are destroyed, a chest appears: It's the Fairy Bow, adult-era Link's new long-range weapon.



FOREST TEMPLE

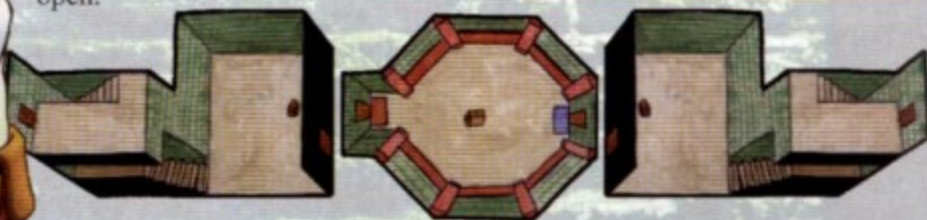


Armed with a bow, Link can now exterminate the ghosts that haunt the two stairways immediately east and west of the room where you fought the Stalfos.

To hit the ghosts, you'll have to fire at the paintings from as far away as possible, before the ghosts notice you and run away. There are three pictures in each room, so make sure you hit the ghost at all three spots.

Once they've been thwarted, the Ghost will reveal herself as one of the Poe sisters and wait for you by the door to the Stalfos room. Fight her using the same basic tactics you used on the Stalfos; Block, then do a jump-slash attack as they reappear.

Each Poe gives up a chest when it's killed (a **Compass** and a Small Key, respectively), and lights a torch in the Great Hall. When all four are lit, the path to the boss will open.



The pit takes you right back to the first floor, where you can finally explore the doors on the East Courtyard balcony.



You need one more key to make it down the

eastern hallway on the second floor, so we'll have to go back to pick one more up. First head back to the Stone Tower area, and use your bow to shoot the eye above the door that leads to the first twisted hallway. It should



now untwist, and the room at the end of the hallway contains the Boss Key chest. (Kill the Wall Master before you claim the key or risk being sent back to the beginning of the dungeon.) Once you've pocketed that, drop down through the pit on the floor to a room containing two Blue Bubbles. Kill both to open the door, and you'll find yourself in the long balcony you couldn't previously get to in the West Courtyard.



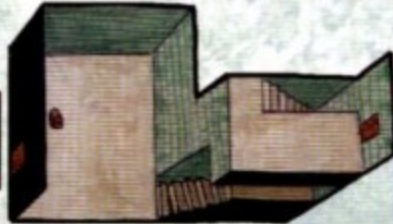
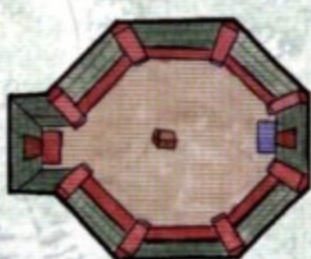
Your next stop is the room just south of the one where you fought the Bubbles, which is guarded by a single, angry Floor Master. The

Floor Master (sounds like a crappy piece of home exercise equipment endorsed by Sally Strothers, doesn't it?) is one of those stupid hand-shaped enemies that pluck you out of dungeons and just generally make life suck.

This one can't teleport you anywhere, so just wait for him to pounce (he'll turn green), stand aside, and then stab him when he returns to normal color. He'll then split into three little Floor Masters, each of which can turn back into a big one if not killed promptly. Since I'm not much for taking chances, I like to wipe 'em all out at once with a quick spin attack.



Before you step out that last door in the balcony (which returns you to the Stone Tower), carefully step off onto the little bridge of columns and walk to the end of it. Now you're at the perfect range to kill and capture Skulltula number four.



After you take the shortcut back to the Stone Tower, head to the middle floor balcony and jump around 'til you get a clear shot of the open eye. Use your bow to pop it in the pupil (that's a really depraved switch concept, now that I

think about it) and reveal a treasure chest full of arrows.



Dash through the second floor until you get to the previously locked room at the end of the second twisty area. Inside, you'll find another eye switch, this one frosted with a thick sheet of ice. I hope you've been practicing your marksmanship, 'cause you're going to need to shoot an arrow through the fire in the brazier into the center of the eye,

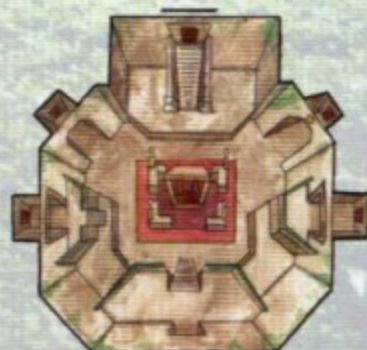


from atop a moving platform. It's pretty forgiving about aim (you can flip the switch even if you just graze the tips of the fire and ice), but you'll need a steady hand to even make it into the ball park. Hitting it twists the hallway leading to this room, allowing you to drop down the now-accessible hole at the end of the corridor.



You'll land in a room with a falling ceiling puzzle. Just pay close attention to where the gaps are (watch out for a nasty Big Skulltula hiding above the second gap on the right), and take your time as you head for the switch that unlocks the door. The chest contains another arrow refill, so don't go out of your way for it if your quiver's already full.

Beyond that hides the third of the four Sisters. Shoot her painting to make a falling block puzzle appear, then push and pull the blocks to assemble a picture (note that one of the blocks is not used). Run out of time and you'll have to start over. Win, and you'll fight Poe Sister #3.



FOREST TEMPLE



The door that opens when you defeat Amy leads right back to the Great Hall, where Meg, the fourth and final Poe sister awaits. She's a bit trickier than her sisters, creating three illusory selves and swirling around you. If you don't find and kill the real one quickly, she'll nail you in the back and recreate any of the phantoms you've dispelled. When Meg appears, the *real one turns around once*, then they all start to circle you. Fight from overhead view, not first-person perspective. The bow works best (the Hookshot's also okay) and you really don't need to worry about ammo, since many of the phantoms leave arrows behind. When she falls, the fourth torch will light and the elevator to the bottom floor will appear.



Grab ahold of the big white wall that juts out of one side of this octagonal room, and give it a hearty push. One counter-clockwise rotation will reveal the switch to the gate in front of the Skulltula, a second will reveal the switch to the gate blocking the boss door, and a third will reveal a Big Skulltula, a chest (containing arrows) and the Gold Skulltula itself. One final push will put things back the way they started, revealing the now-open path leading to the boss.



Evil Spirit From Beyond PHANTOM GANON

In his first form, Phantom Ganon and his steed charge down the paths of two paintings simultaneously. One is an illusion, and the other is real; the real one appears slightly brighter, but until you get attuned to this subtle difference, the only way you'll be able to tell is to notch an arrow and hold it on one of them. If the horse turns back at the last minute, you've guessed wrong, and since there's no way to get a hit in the time left, run to the edge of the platform where you'll be safe from the attack, and return to the middle afterwards to try again. When you do locate the right one, fire when Ganon turns white. *(continued)*



You're almost always safe at the far edge of the boss room, even when it's this close.



You can get some interesting results using your Super Spin Slash against the 2nd form. It can reflect the bolts at an accelerated speed that's hard to dodge, and damages Ganon afterwards.

(continued from previous page) In his second form, Ganon fires magical balls that you can reflect back at him with a well-timed slash of your own sword. He can reflect them too, and if you stand far away you'll end up playing tennis with him for a minute or two before the ball finally detonates. When it does hit, he'll be stunned, and you have a brief opportunity to jump at him and cut him into ribbons. The best strategy here is to stay as close to him as possible, and when he spins his staff to begin his bolt, start slashing wildly. You'll reflect the blast as soon as it's fired, he won't have time to reflect it back, and you'll be so close that you'll be able to get lots of extra hits off him as he falls.



THE PRELUDE OF LIGHT

When Ganon has been vanquished and the temple cleared, you will automatically be returned to the Sage room to talk with Saria, the Sage of the Forest. She will give you her Medallion and "add her power to yours." You now have a choice of either the Ice Cavern or Fire Temple, but first you should return to the Temple of Time. There you will learn the **Prelude of Light**, an Ocarina song that will transport you back to the Temple whenever you like. Sheik will also teach you how to go back in time, allowing you to attend to any unfinished business as young Link, and attempt the Bottom of the Well dungeon if you so choose.

P.S.: A "Prelude" in this context is "a relatively short, independent instrumental composition, free in form and resembling an improvisation."



After defeating Phantom Ganon, you will be returned to Kokiri Forest, where a new Deku Tree has sprouted. His growth frees Kokiri from the grasp of the monsters that had infested it, and returns it to the peaceful city you knew as a child. Now you can use your Hookshot to go grab the new Gold Skulltula, that exists in Kokiri Village (adult-era only) in back of the Twins' house.



DEATH MOUNTAIN



The entrance to the Fire Temple is just past Darunia's room in Goron City. You can shortcut directly from the Lost Woods, but since there are a couple of hot secrets on the way, we suggest you take the scenic route.

Or, challenge one of these dungeons first:

Forest Temple Page 72

Ice Cavern Page 92



THE SCARECROW SONG

Okay, I know Lake Hylia really isn't on the way to anything, but I suggest you take a trip down there before you head up the mountain, so you can get this game's hidden 13th song: The Scarecrow Song. If you remember the song you played for Bonooru the Scarecrow as a child (see page 51), go chat with him and play it again (if you forgot it, you can go back in time and play him a new one). Whatever song you played will be set as the Scarecrow Song, so make it something easy to remember (but with at least two different notes). When you play this song in certain locations, Pierre (the other scarecrow) will pop up. He doesn't do or say anything, but you can thank him for visiting by nailing him in the torso with your Hookshot and pulling yourself up to wherever he is. If you don't get this song now, you don't stand a chance of getting all the Gold Skulltulas in the Fire Temple.



As you've probably guessed, I am a professional composer. And I'll be expecting royalties if you use my song.



On your way to Death Mountain, take a detour in Kakariko to give the new rupee-shooting game a shot. Now that you've acquired the bow, a perfect ten will win you the first of two **Large Quivers**, which increase your arrow carrying capacity by ten (if you had played it before, you would have won a purple rupee). The game's a lot more difficult that it was with the Slingshot, since the order of the targets changes randomly. You'll need good reflexes, not just memorization.



If you planted the Magic Plant near the entrance to Dodongo Cavern, you'll have a flying flower that will take you to the **Heart Piece** on the ledge above the dungeon entrance. If you didn't plant the beans, you'll find adult Link has enough jumping range to make it—barely—if he jumps from above. Speaking of **Heart Pieces**, you should have 50 Skulltula tokens by now, so go get the one at the Skulltula House!





While you're in the neighborhood, why not pop into Dodongo Cavern and pick up that last Gold Skulltula with the aid of your new friend Pierre? Go in the room with the baby Dodongos (just to the right of the main room) and play the Scarecrow Song at the area shown. Hookshot on up and get that token!



Thanks to the Song of Storms, you can finally unlock the mystery of that ring of stones outside of Goron City. Play it nearby and a hole will appear; drop inside for a Huge Rupee worth 200 bucks. Don't know what to do with your newfound wealth?



Well, you could use it to buy a **Giant's Knife!** The Goron blacksmith has finally finished his little project, and it costs exactly 200 beans. It's a two-handed sword that does double damage (compared to the Master Sword) and with a much longer range. You can't use a shield with it, but it's a great weapon... Except for the fact that it's poorly made crap that will break after 3 or 4 hits (although the remaining bit of sword still does double damage). So it's actually kinda lame, but you might want to grab one for boss fights.



shop will open, and you can enter a new part of the Death Mountain Crater by pulling aside the statue in Darunia's room.

LINK OF THE GORONS

Except for the blacksmith, Goron City seems deserted. But don't ignore the young Goron rolling around on the middle floor. Much like Hotrodder Goron, you'll need to detonate a bomb in his path to get him to stop. Since timing a bomb can be tricky, it's easier to sit a short distance away from the bomb flowers and shoot them with an arrow right when he passes. Link (!) of the Gorons will stop his rolling, and, after a bit of conversation, gives you the **Goron Tunic** that protects you from the heat in the Death Mountain Crater, prevents you from catching on fire, and makes you look way cooler than you did in your basic greens. After you talk to him, Darunia's room and the



Don't miss the new Skulltula on the back of the Spiritual Stone platform.



The Fire Temple is past this statue.



Temple warp song: **The Bolero of Fire.** You know I can't resist this one: a Bolero is "[the music for] a lively spanish dance in triple meter." That's a pretty cool word, and I encourage you to seize every opportunity to slip it into casual conversation, especially when the conversation turns to lively spanish dances in triple meter.

Anyway, the Fire Temple is just ahead of you, but first we'll take a closer look at the Death Mountain Crater.

DEATH MTN. CRATER

With your Goron's Tunic equipped so you can stand that volcanic heat, aim for the top of the bridge and hook across. On the other side, Sheik is waiting to teach you the Fire



FIRE TEMPLE

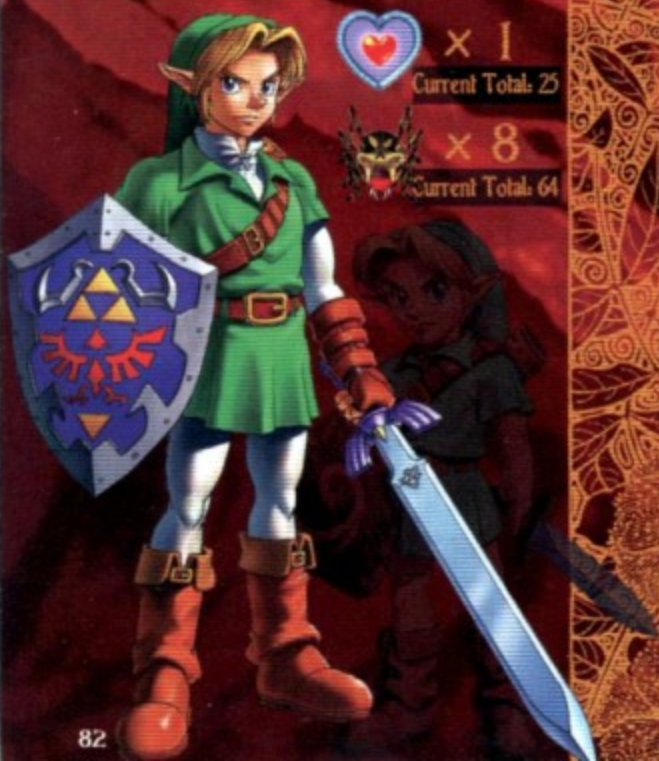


The Fire Temple is long but linear, one of the few dungeons in which it is difficult to get lost. Its prize is the red rock-smashing Megaton Hammer, and while it may not be hard to find, it won't be easy to get.

Or, challenge one of these dungeons first:

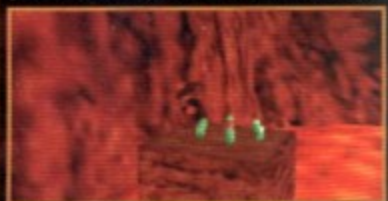
Forest Temple Page 72

Ice Cavern Page 90



You can clearly see a **Heart Piece** atop one of the volcanic cones, but there's no way you can get it with your Hookshot. This is one of the trickiest Heart Pieces to figure out, so you'll have to do a bit of time twisting if you want to grab it.

Warp back to the Time Temple, and from there return to your childhood. As a child, play the Bolero of Fire, and you'll find a Magic Bean planting spot right near the warp point. Drop a bug to grab your Skulltula and plant the bean, then warp back to adulthood and play the Bolero again. Now you can take the plant directly to the Heart Piece!



You won't need any fancy time-warping shenanigans to get to the rupees on the platform in the east. All it takes is a visit from Pierre... Two of them, actually. You can actually have two Pierres on screen at once! Unfortunately, there isn't anything too interesting down there.

1 When you enter the temple, head straight to the left upper door, where Darunia is waiting. Listen carefully: if you can't fulfill your promise to him to save the Gorons in this temple, he may never dance for you again. Begin with the one in the southern corner of this room. Hit the switch to open his cell, and grab the Small Key he leaves behind.



FIRE TEMPLE LEVEL IF

Please note that these dungeon maps are not to scale, and that we have enlarged many of the rooms to show additional detail.



2 Run back to that first passageway and use your key to unlock the door to the right. Ignore all the junk in the middle of the massively chaotic room that follows and go (take whatever route you want) directly to the little alcove in the South. You'll see a discolored patch of wall where you can plant a bomb, and behind it is another Goron with another Small Key. Then head up to the North alcove, where a third Goron with a third Small Key awaits. Free him, and then go back out the way you came and play the Song of Time to move the blue block above the passage. It will lower, giving you a step up to Point 3.



When you enter, you'll be attacked by a bunch of spinning floor tiles, so wait patiently and cut them down as they get near you. Use your bow or bombs to kill the ironically named Like Like enemy from afar: If he gets his mouth around you, he'll eat your shield and tunic (temporarily)! Behind him is the first Skulltula.



FIRE TEMPLE



Grab ahold of the fence and carefully climb to the two flat areas on the top. The Skulltulas here are hopped up on cold medicine or something and won't notice you until you're only a few feet



away, so you can kill them easily before you approach them. Drop down to the platform with the block on it, and push that block over the edge and onto the fire hole below. Now jump on top of the block and let it take you to level 2F.



Ignore the Goron for now, since you can't free him from his cage until you're able to get into it from the top. Instead, turn your attention to the block and switch on the platform to the North. Your goal is to climb up to Level 3 via the wire gate in the North, but you'll need to extinguish the fire with the switch first, and if you do that with your sword you won't have anywhere near enough time.

First things first: Push the block over the edge to the east, and then drop down and pull it onto the face on the floor. Use the block to jump up to the platform above the switch, and drop a bomb near the switch (you could also use a very carefully placed Hookshot shot). The bomb's detonation will flip the switch, giving you plenty of time to climb to the top.



The bizarre maze of rock islands and rolling boulders that you enter looks intimidating, but it's pretty simple if you keep your cool. Everything you want is located on the outside wall, so pick a direction (right or left) and run around the perimeter hugging that wall, deviating only when necessary to dodge boulders.

You'll eventually come across a switch that frees a Goron (netting you a Small Key), and an unlocked door that leads to a second Goron and Small Key. Only then should you pass through the single locked door in the Northwest corner.



You may have to make a full circuit around this room to find both Gorons.



One of the Gorons mentions that there's a bomb spot that can be revealed only by the sound your sword makes when it strikes the wall. That spot is in this room, and if you search the perimeter and listen carefully you'll find it. Bomb it for a Skulltula.





The locked door takes you to this small circular room, clamped between the third floor's two huge U-shaped rooms. You can get into the other one (Room #8) by opening the locked door ahead, but if you've already cleared the Forest Temple and scored the bow, you can take a shortcut to the **Dungeon Map** first. Fire an arrow at the eye above the sealed door to your right. The sealed door will open, and you can walk right into this little alcove and grab the map. If you don't yet possess the bow, you'll have to take the long way around, by going around to the Northern tip of Room #8, and then climbing over the gate to the alcove.



At the end of this room stands a door that leads you to the top of Room 7 (Point 9), and the gate that conceals the **Dungeon Map**. Pass on the locked door in the



west side for now (you can get up there by jumping from the spot shown to the right) and just run to the North, pausing only to climb atop the posts to seek refuge from the moving wall of fire. Get the map if you need it, or head through the door to Point 9.



Now you're back in the boulder maze, but on the top level. Carefully jump from platform to platform, lest you fall and have to go back all the way around. Keep an eye out for the rolling boulders, since they are tall enough to knock you out of long jumps.



One of the first platforms has a suspicious looking tear in its roof. Set a bomb on top and drop on down to save the Goron that was locked behind the gate in the 2nd floor. Climb back up and jump to the switch that will free the other Goron, and then jump over to chat with him (it's a long jump, but doable). Beware of the Torch Slugs, since they can knock you over the ledge if you mis-time your jump. It's better to be safe than sorry, so use your Hookshot to put out their flames from afar and negate their threat.



Another thrilling installment of the Adventures of Pierre! When you enter the top level of the maze, look up and to your right to see a very high, very inaccessible ledge. Give Pierre a jingle with your Ocarina and pull yourself up there with the Hookshot. You'll get one Gold Skulltula right off the bat, and the next one is against the wall behind the pit in the next room. This room also has an optional puzzle: You have to hit the switch to dispel the fire and make it to the chest in time, something that's impossible unless you Hookshot up the steep incline to save time (the placement takes practice). The prize is a Huge Rupee (worth 200).



FIRE TEMPLE



When you have two keys saved up, head back to Room #8 and exit through the locked door on the west side. After a short hallway, you'll end up in a backwards C-shaped room full of flame curtains that catch fire to block your progress when you get near them. Your goal is the door in the Northwest corner, but you won't be able to get there by going around to the North.

The only reason to go to the North is to get the **Compass**, which is located in the alcove in the Northeast. Walk slowly and carefully to avoid the fire curtains and boulders, and you'll find the door on the outside wall. But beware of the "door" opposite you: It seems to lead to the small room within the C, but it's just a decoy, and if you get too close, it will bite.

Now go back to the door you entered from, and go to the South this time. You'll come across a locked door (a real one) where you can use up your last key to gain entry to the central room.



More trickery! Use a bomb to blow away this fake door and reveal the real door behind it. This room will take you to the otherwise blocked (by fire curtains) North side of the room.

Weave through the curtains until you find the switch. When you hit it, you'll have a few brief seconds to make it to the door in the Northwest, so try to memorize the placement of the fire curtains so you can avoid them in your dash to the door.

You'll have to ignore the trapped Goron as you cross the passage in the center of this room. We'll come back for him soon.



The room beyond the fake door contains a single Flare Dancer. These guys are tough and fast, but they have a glaring weakness: They're powerless without their flaming clothes, and your Hookshot can rip that coat of flame away as fast as they can put it back on. Z-target him, use your Hookshot, and then go in for the kill with your sword. You can't outrace him, but if you go around the fire pillar the opposite way that he does, you can usually get a second hit off of him.

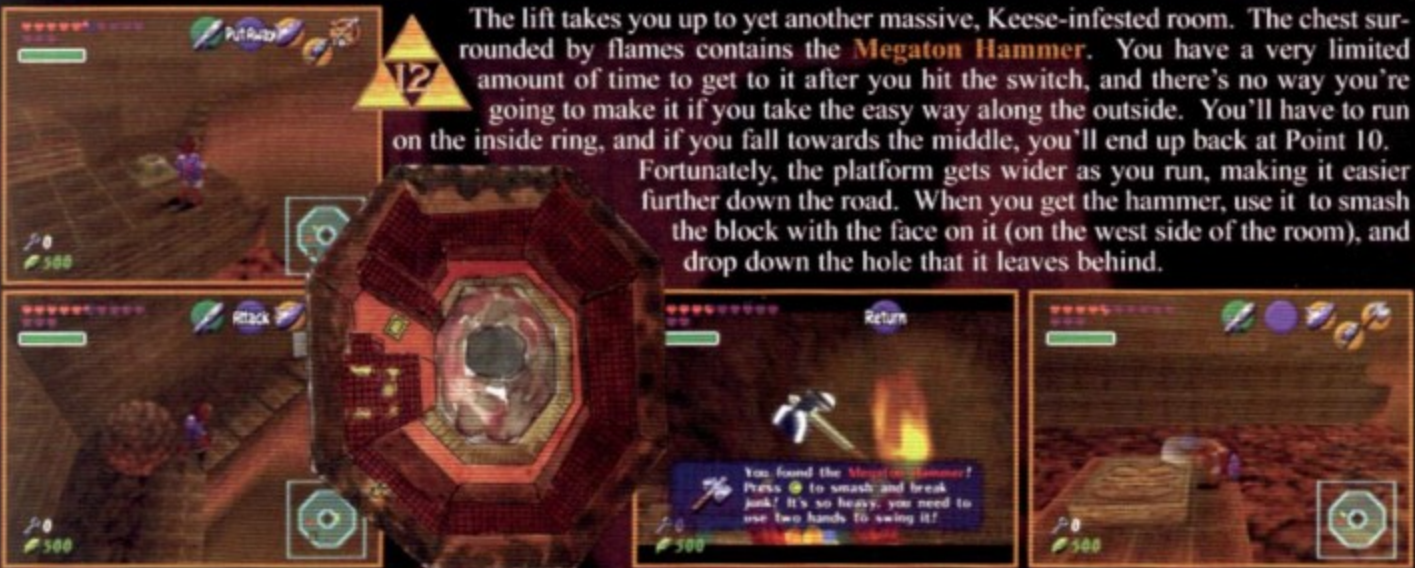
When he dies, the flaming block turns into an elevator that will take you up to the 4th floor. There's a gate up there you can use to climb up further, but first you'll need to hit a switch to extinguish the flames that are blocking it. Once again, your options are dropping a bomb or a well-aimed Hookshot shot.



As the Flare Dancer gets hit, he changes colors. This makes him faster, but not quite fast enough to avoid your Hookshot.

12 The lift takes you up to yet another massive, Keese-infested room. The chest surrounded by flames contains the **Megaton Hammer**. You have a very limited amount of time to get to it after you hit the switch, and there's no way you're going to make it if you take the easy way along the outside. You'll have to run on the inside ring, and if you fall towards the middle, you'll end up back at Point 10.

Fortunately, the platform gets wider as you run, making it easier further down the road. When you get the hammer, use it to smash the block with the face on it (on the west side of the room), and drop down the hole that it leaves behind.



13 The hammering continues! Hammer aside the weird idols blocking the door in the first room, and then hammer the elevated block with the face on it in the next room to open a path down below. Grab a box and leave it on the blue switch to get into the next room, where you'll need to hammer another lift block. Close to where you land will be a rusted switch, and guess what item you use here? If you guessed "hammer," you're right! Go on in and play the Song of Time to lower the block. Use it as a step to get to the other side where you must hammer the other switch to free the last Goron and get the last Small Key.

Then go back up and out the door on the other side, where you can use your hammer to hammer the top of the giant pillar that will now fall all the way down to the room where you met Darunia. When you're done hammering every damn thing in sight, put aside your hammer (just for a second) and jump down the pit where the pillar once was.



14 Return to the main entrance, and hammer aside the statue on the right. Beyond is a series of enemy-filled rooms, and you'll have to kill them all to continue. There's the last Skulltula here, behind the Like Like, and at the end of this little loop you'll find the last Goron and the

Boss Key. Return to where you met Darunia, and jump across the fire pit (possible now that the pillar is down) to face the boss, Volvagia.



FIRE TEMPLE

Subterranean Lava Dragon VOLVAGIA

Volvagia isn't so much a fire-snorting dragon as he is a living, breathing Whack-a-Mole game. I mean, come on, the Gorons used to live in fear of this guy? Grab your hammer and smack Volvagia on the head a couple of times and all you'll have to worry about is how to keep this "Subterranean Lava Dragon"'s brains from getting all over your shoes.

Okay, maybe there's a little more to it than that, but not much. Wait for Volvagia to poke his head out of

one of the holes, then run up and nail him. You can even do the double damage jump attack with the hammer, so long as Link has it in his hands before you hit the A button. One hit will knock Volvagia down and the next will deal damage, but there's no reason to switch to your sword for that, since the Megaton Hammer more than does the trick.

When he bursts out and flies around, just keep your distance. You can't hit Volvagia when he's flying, and as long as you stay out of his way he won't specifically target you. Obviously you should run away when the volcanic rocks start

falling, but other than that, you can pretty much ignore him. As he starts taking damage, he'll try to trick you by quickly moving from hole to hole before he pops his head up, but as long as you don't get excited and attack before you have a clear shot, you should have plenty of time to get a whack at him when he finally does show.



It's tempting to take a shot at him when he flies this close to you, but resist. It's never worth the risk.



The rocks fall pretty much at random, but you're usually safer on the outer edges of the ring.



RETURN TO DEATH MOUNTAIN CRATER

Now that you have the Megaton Hammer, you can destroy all of the red volcanic rocks that are scattered throughout Death Mountain and the Death Mountain Crater. The first, right by the entrance, conceals a pit hiding Deku Scrubs that sell Deku Nuts, Arrows, and Bombs... Ummm... Yeah. Well, some of the others hide far more interesting surprises.

Don't forget to smash the rock at the edge of the ledge that links the two sides of Death Mtn. Crater!



THE GREAT FAIRY OF WISDOM

The blocked cave near the entrance to Darunia's room in Goron City on the other side of the bridge to the left contains another Great Fairy Fountain. This Fairy won't teach you any new techniques, but she will double the size of your Magic Bar, allowing you to cast twice as much magic! With a double size magic bar and the preponderance of Magic Bottles Link finds as an adult, you're free to use your Magic frequently. Be on the look out for spots where Farore's Wind might be useful, and use Din's Fire frequently in the upcoming ice and water dungeons.



BIGGORON

If you leave Death Mountain Crater from the South entrance (the way you used to enter as a child), you'll meet Biggoron, a blacksmith and brother to the guy who makes you the Giant's Knife. Biggoron is a far better blacksmith, but before he can make you anything you'll need to bring him something to work with. After the Water Temple, we'll do just that.



There are two Skulltulas you can pick up on your way down the mountain, both of which like to hide behind Volcanic rock. You can use your ears to find them at night, and then smash the rocks that cover them to get a clear shot at them. One is in the area where you used to get pelted with Volcanic rocks, the other is right near the Bomb Plant you used to blow open the entrance to the Dodongo Cavern.

As you continue down the mountain, take the opportunity to try out your new toy on the Tektites. As they demonstrate, you can stun some enemies just by swinging your hammer against the ground! And if you swing it at the Tektites directly, you'll kill them in one carapace-smashing blow. It's not the most useful weapon, but it is a lot of fun.



ICE CAVERN



There's a cold wind blowing from the home of the Zoras, and a thorough investigation of that area will reveal the new Ice Cavern area. You'll need to win this brief dungeon's prize before you challenge the Water Temple.

Or, challenge one of these dungeons first:

Forest Temple Page 72

Fire Temple Page 82



You'll pass three well-hidden Skulltulas on your way to Zora's Fountain. Ignore your Magic Flower and opt to walk instead, or you may miss some of them.

The first is shortly after you jump to the other side of the river.



Go to the location in the shot below (the auto-map shows clearly where we are), and look up to the top of the wall.

The second is similarly hidden, and you can see him if you look to the Northwest in the area right

Play your Song of Storms at this point in Zora's River to reveal a pit containing Business Scrubs. I forget what they sell, but I doubt you really care.



before the natural bridges at the end of Zora's River.

The third Gold Skulltula is in Zora's Domain. Go to the top of the frozen waterfall (as you would if you wanted to play the diving game), carefully walk to the edge, and look to the wall to your left (it must be at night).





Clearly something has gone horribly wrong in the land of the Zora. The King is encased in a mysterious block of red ice, Jabu Jabu has fled to warmer climes (or got frozen into a giant fish stick), and Zora's Fountain is now full of icebergs.

That's good news for Link, who can now jump across them, if he's careful not to slide off the ice or tip the 'bergs by putting too much weight on one side. Your best bet is to run and jump quickly to avoid those potential pratfalls; First straight across to the easy Heart Piece on the east, and then to the entrance to the Ice Cavern at the North.



(Above) It is possible to purchase blue fire early and save the king before you challenge the cavern, but there's not much point to it.

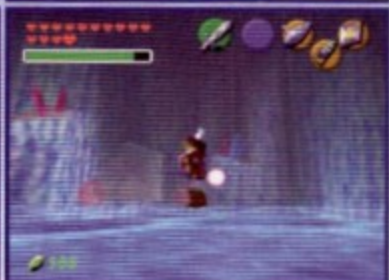
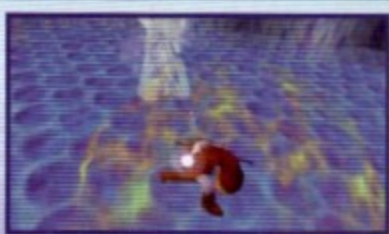
(Left) The jump to the Ice Cavern is a long one, and you may need to pull yourself up the last bit.



The stalagmites and stalagmites here can be cleared with a swing of Link's sword, but you can't do anything about the blocks of red ice unless you brought your own blue fire from the potion shop (which is a total waste of money).

The first room contains three Freezard enemies, frozen statues that can freeze Link solid with their icy breath. They're vulnerable to most

weapons, but getting close enough to hit them can be difficult on the icy floor. So use Din's Fire to clear them out whenever you have MP to spare. If you run out, you can always get refilled by the Great Fairy back in Zora's Fountain, or just use your Song of Storms in the center of the room (where Navi turns green) to summon an HP and MP-refilling Big Fairy!



This area introduces a new color of rupees: Silver. They have the same value as blue rupees, but whenever you see them, you know the room you're in has a door that won't open until you've collected every rupee.

A couple of them are near the axis of the spinning ice blades, an annoying contraption that, mixed with the icy floor, requires extreme caution. But remember that you can always roll to negate the damage of being hit by the blades.

In addition to the rupees that are in plain sight, one of the rupees is hidden behind the three blue stalagmites in the corner, and another is suspended in mid-air in the Northern part of the room. To get that one you'll have to climb up to the sealed door, and jump off the edge.



There are three Gold Skulltulas in the Ice Cavern, and the first is in plain sight, on the wall of this room.



If you mis-time the spinning ice blades, and are about to be hit, just perform a roll. The blade will go right through you, but you won't take damage.



ICE CAVERN

The Freezards may seem to be an obstacle as you try to climb the high icy ledges, but you can make them an asset by using them as Hookshot targets. Link will be pulled up to the higher level, the Freezard will be stunned, and you can express your gratitude with the blade of your Master Sword. As for the Keese, use your bow if you've got it.



The third room is infested with Keese, many of whom fly into the blue fire in the center of the room to



gain the ability to freeze Link. Since being frozen is even more annoying than being set on fire, make wiping them out your first priority.

Kill the Freezards next, or use them as Hookshot targets to pull you up to the high pillars if you're having trouble jumping on all of that slippery ice. Your goal is the blue fire in the center of the room.

Empty out at least two bottles if you can (this area has no boss, so you don't need too many fairies), and



dip them into the blue flames. The bottles will fill with the blue fire, a mysterious substance that melts red ice (I guess there is a certain sort of logic there, since red fire does melt blue ice). Use your bottles to melt away the red ice on the chest (which contains the **Dungeon Map**) and the pot (which has fifty rupees), and then fill 'em both up again before you head back to Point 2.

Take your blue fire bottles out to Room #2 and empty their contents at the two red ice-blocked passageways on the east and west sides. Take the east passage to Room #4 for now. There you can pick up a number of treasures and fill up on blue fire to use in the truly challenging Room #5.



Room #4 is completely optional, but you'd be a fool to pass up the mountain of treasure in this easily accessible room.

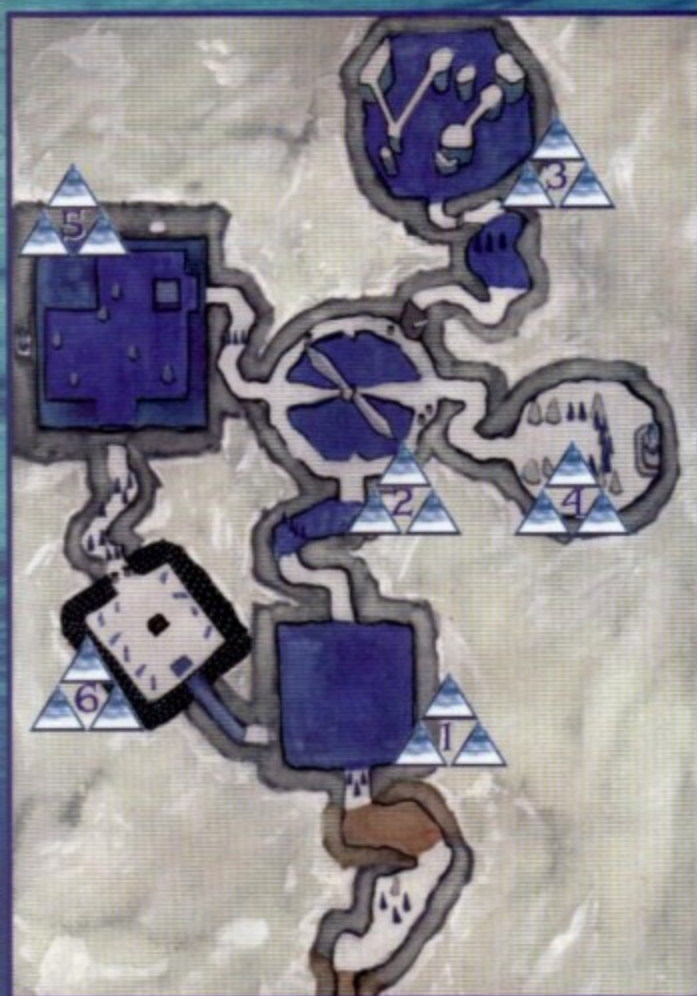
First of all, there's a pillar of blue flame right here, which you can use to melt all of the red ice in this room and as a convenient fill-up spot for the rest of the rooms in the Ice Cavern. Then there's the **Heart Piece**, something you rarely see in a dungeon, encased in red ice, and the **Compass** on the other side. And if you look carefully around the perimeter, you'll find a Skulltula crawling near the ceiling next to the Heart Piece.

Grab your Token and then head West from Room 2 to get to Point 5.



The Ice Cavern, like the Bottom of the Well, is a "sub-dungeon" and contains only three Gold Skulltulas. There's also no Boss, no Boss Key, and no Small Keys.





This level is an old-fashioned box-sliding puzzle, with two separate goals. First, push the giant sliding ice cube to each pillar so you can get the

silver rupees on top of them. If you mess up and the cube gets stuck against a wall, just slide it into the giant pits in the corner and a replacement block will appear.

One of the rupees is in the red ice in the alcove, so you'll need to get some blue fire if you're out. And when you're up at the blue fire point, you can play your Song of Time to make a bridge of blocks appear. You can use them to get the red rupees that are too high to get otherwise, but it won't help you collect all the silver rupees.

When you've got them all and the door opens, you'll have to push the block to make a bridge to the newly opened passage. This can be difficult, but use the map we've provided to get a better visualization of the level. Push the block west, south, west, south, east, and

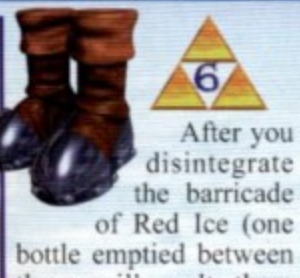


It looks impressive, but this bridge of Time Blocks doesn't get you anything better than a handful of rupees.

then south again to make a stepping stone to the final room. Make sure you bring at least one bottle of Blue Fire with you!



Oh, and don't forget that last Skulltula!



After you disintegrate the barricade of Red Ice (one bottle emptied between them will melt them all), all that stands between you and the **Iron Boots** is a single White Wolfos. Like the smaller Wolfos, you can back or side flip away from his swipes, giving you a free shot at his back as he recovers.



After your battle, Link will find the Iron Boots and Sheik will appear to teach you the Water Temple warp song, the **Serenade of Water**. A Serenade is specifically "a complimentary performance of music in the open air at night, as by a lover to his lady." Umm... Gee, uh, thanks Sheik, but I really have to go...

Anyway, equip those boots and drop down the hole. You'll find an underwater passage that will return you to room #2. Your work here is done, but before you leave, fill up two bottles with Blue Fire for the road.



LAKE HYLIA



After you free King Zora and play with your Iron Boots a bit, it will be time to return to Lake Hylia for the Temple of Water. Lake Hylia has seen better days, but it's still a great place to rack up on Heart Pieces, play the fishing game, and hunt for one last Lake Hylia Gold Skulltula.

Or, continue with your quest at:

Water Temple

Page 96



You've extracted the Iron Boots, but you haven't broken the curse on the Zora yet, and King Zora is still a giant red popsicle. Take one of your bottles over to him and give him some Blue Fire (you did bring some back with you, right?). He'll express his gratitude by giving you a free **Zora Tunic**, which lets you breathe underwater. This item frees you from having to worry about drowning in the Water Temple, and also makes you look pretty cool, in a foppish sort of way. If you lose it to a Like Like, you can come back and buy it from the Zora shop—Once you use your other blue fire to melt away the ice on the door.



Now that you have your spiffy blue tunic, head back to Zora's Fountain and equip the boots atop the deep water where Jabu Jabu used to float. Deep, deep in the bottom you'll find a **Heart Piece** and a bunch of green rupees. Just unequip your boots to float to the surface afterwards.



Our next stop is Lake Hylia, which you can now warp to directly with your Serenade of Water. But if you want to take the long route, you can pick up another Piece of Heart, making for a total of four Heart Pieces in this area! Not too shabby.

Remember the bomb spot in the Northwestern part of Hyrule Field, near Lon Lon Ranch? Head back there and blow it open again to reveal another deep, underwater pit with a Heart Piece at the bottom. I'm sure you know exactly what to do about *that*.





There's no special equipment required for this Heart Piece, except for a bit of patience. High atop the scientist's house is a lookout with a Piece of Heart. You can get up to the top of the roof with the Magic Plant you planted as a child, or by

calling Pierre to give you a hand.

You still have the flying enemies to deal with, and they can be a serious annoyance, so kill as many with your bow as you can every time they knock you down. With persistence, you'll get it.



The fishing spot has fallen on hard times, but it's still open. You can get there either by riding the Magic Plant or summoning Pierre, and everything

inside is unchanged, except for the size of the fish, and the big prize. You can now catch fish up to 18 pounds (our record, at least), but you'll get the **Gold Scale**, which doubles your diving ability, if you catch anything over 15. Just use the same strategies you used as a kid.



Now that you have the Iron Boots, it's hard to get excited about the doubled diving capability of the Gold Scale. Still, it does come in handy occasionally, and it's the only way to get this **Piece of Heart**.

The scientist in the house by the shore (or what used to be the shore) has always kept track of how deep you dived in his pool, and now that you have the Gold Scales you can dive all the way to the floor. Talk to him afterwards, and he'll be so impressed, he'll give you a Heart Piece.

But wait, there's more! Jump back into the pool with your Iron Boots and break into the crate to uncover a very well-concealed Gold Skulltula. Blow it away with your Hookshot and float back up.



Now that Kaepora Gaebora has moved on, you can pull aside the grave he was standing on and reveal: (gasp) **Business Scrubs!** Just thought you should know that.



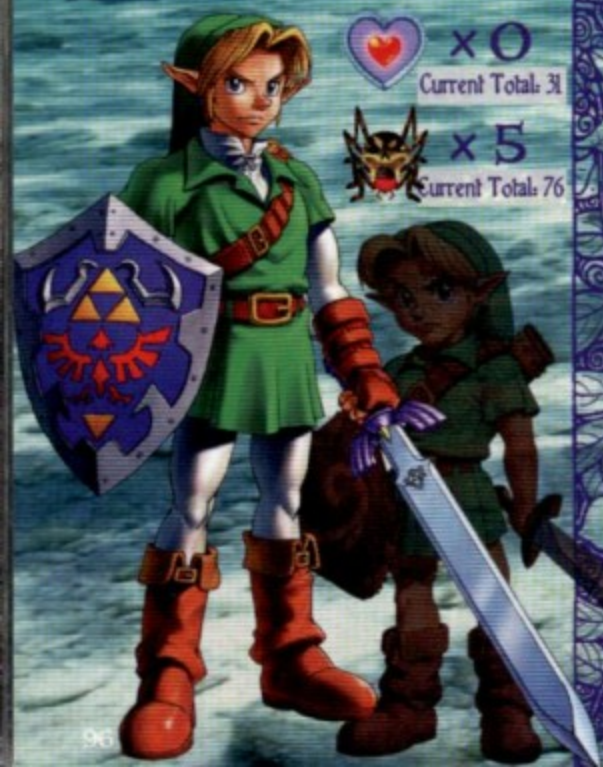
Yep, you can still roll underwater. It's all in slow motion, but if you time it right you can break open the crate and free the only underwater Gold Skulltula.



WATER TEMPLE



Every version of *Zelda* has one sadistically difficult dungeon, and if memory serves me, this isn't the first time it's been the water dungeon. This massive Temple is full of confusing twists, and a small mistake early on can leave you stuck and writhing in frustration for hours. Pay careful attention: Missing a single step could lead to disaster.



You can't challenge the Water Temple until you get the Bow from the Forest Temple and the Iron Boots from the Ice Cavern (you can do it before the Fire Temple if you choose to). If you have all the necessary equipment, pull up your Iron Boots and walk into the small pool of water left in Lake Hylia. Fire your Hookshot at the diamond-shape switch above the door, and the door will open.

This dungeon can be maddeningly difficult. Not only is there a huge number of puzzle-filled rooms, but the added twist of having to raise and lower the water level drastically affects which rooms you can get to and what you can do inside of them. Be prepared for the toughest mental challenges you will experience in any of *Legend of Zelda: Ocarina of Time's* 11 dungeons.



What you do in step 1 isn't going to affect anything immediately, but believe you me: If you forget to do it, your life will be a living hell in an hour or two. So let's just get it out of the way first, shall we?

Switch to your normal boots upon entering the temple, and swim to the passage to your right. You'll climb up to discover a water-filled hole, so switch to your Iron Boots again (you'll switch your footwear about six million times in this dungeon). Drop on down there, and go find the block at the end. Pull it back as far as it will go, and then leave the way you came, content in the knowledge you've opened up a passage you'll be using in the distant future.



It's a bit weird to be getting the Compass before you can even get the map (this dungeon lets you do all sorts of things in a really weird order), but we might as well grab it while we're in the neighborhood. The Compass room is right below the room where you pushed the block, so step off the edge, switch to Iron Boots, and then as you sink past the door on the middle level, switch back to Normal Boots and swim on in.



3

The only weapon you can use while underwater is the Hookshot, so you'll have to use that to kill the Stingers that abound in this hallway. With skillful use of Z-targeting, that shouldn't be too much of a challenge.



You can either Hookshot yourself over these spikes or swim over them with Normal Boots. You'll also need to use the Hookshot to latch onto the ceiling and get back to dry land.



You'll need to hit the glowing switch in this room to make the geyser blocking the chest disappear. You don't have enough time to do it with your sword, so stand by the chest and use your bow or Hookshot to hit from afar. When the geyser fades, grab your Compass and get out.



4

Now equip those Iron Boots (again) and fall all the way down to the bottom floor. Carefully make your way to the room on the east side, the one with the two unlit torches outside. As you enter, you'll find yourself face to face with... Ruto! Gack! She's a lot more mature, but she's still got that psychotic crush on Link, apparently. But at least you don't have to carry her this time.

Equip your Normal Boots and float on up after her, all the way to the top room. Up there you'll find a trifold

mark on the wall, one of the "switches" that controls the water level in the temple. Play Zelda's Lullaby in front of it and the water in the main room will drain all the way to the bottom.

That opens up a few opportunities, but first let's go through the door on the opposite wall.



This room introduces not-so-loveable, not-so-huggable Spike Ball enemies. Use your Hookshot to get them to retract their spikes, then go for the kill with a vertical slash from your sword or a jump attack. Kill 'em all and the **Dungeon Map** will appear. Now you have both



the map and the Compass, but in this crazy dungeon, they really only add to the confusion.

6

Drop on down to the first floor, where you met Ruto. With the water gone, the torch is burning again, and you can get to the room containing the first

Small Key by lighting the two other braziers in the corners of the room.

Unfortunately, adult Link can't quite seem to figure out how to use those Deku Sticks, so you'll have to use Din's Fire or, if you're really cool, use your bow to shoot arrows through the torch into the braziers, like the shot above.

In the room that opens, you'll fight a Shell Blade. These angry oysters can't be hurt when they clam up, and they can only be hit by horizontal slashes, arrows, or hookshot blasts when their shell is open. Kill 'em and get the Key.



Shell Blades are safe from overhead attacks, so use vertical sweeps only.



WATER TEMPLE



WATER TEMPLE IF-SOUTH



Head West to point 7. The floating wood platform has landed on the bottom floor, giving you the capability to push the crescent-textured block past down the hole, and then jump in after it. Swim through the path to the room at Point 7, where a switch, a geyser, and a Tektite awaits.

Pick off the Tektite so he can't interfere, and then hit the switch with your sword. Jump across on top of the geyser and over to the other side before the geyser fades.

The water in the next room has some strange and powerful currents that can make swimming unpredictable. Float up until

you're above the flat part of the dragon's body against the wall, and then equip your Iron Boots so you land on top of it. Once there, you'll be in the perfect position to aim your Hookshot and hit the dragon switch. After you've hit it, turn to your right and use the Hookshot target to go up to the area with the Shell Blades, remove the Iron Boots, and float up.



Heading south from the Main Area takes you to an underwater corridor with a Shell Blade (easiest just to switch to your Normal Boots and swim over it), and at the end, a switch. Hit the switch to raise the water level so you can climb to the next platform, and Hookshot from there to the top. Deal with the two Tektites in whatever manner is most fitting with the moral standards of your community, and then turn your attention to the gate with the Gold Skulltula behind it.

The switch that opens the gate is the one that's inside of it, and none of your weapons can shoot through the holes in the lattice. Your only options are a Spin Attack, which goes right through the gate, or using a normal horizontal slash with the Giant's Knife. The gate will open, and you'll get the Water Temple's first Gold Skulltula.



You can also hit this switch with a regular Giant's Knife attack.



Virtually everyone who worked on this book got stuck at this same part, so listen up, and learn from our shame.



Use your Small Key to open the door in the middle of the main area. As you walk in the door, take note of the floating platform directly beneath your feet. This is *extremely* important. Then use your Hookshot to get to the middle level of this room, and use Zelda's Lullaby to raise the water level. The platform I pointed out earlier rises with the water, and now you can use your Iron Boots to drop down to the bottom and fall through the hole this floating platform has left in its wake. This is the path to Point 10, and that elusive third Small Key.



You'll sink to a small room with a switch in a corner. Hit the switch from afar, since a bunch of enemies are going to fall from right above it when it's activated.



Kill them all with your Hookshot, starting with the quicker Spike Balls (two shots each) and then picking off the clams with well-timed shots right when they open their mouths.

When they're all dead, the door in the other corner will open, and you can float up there to an alcove with a torn wall. Use a bomb to blow it the rest of the way open, and you'll gain entry to the room with the second Small Key.

Afterwards, float back up to the room where you just played Zelda's Lullaby, and exit through the door on the second (middle) floor.



Now use your Iron Boots to fall back to the first floor, and return to Point 6, the room with the unlit braziers marking the doorway



where you met Princess Ruto. Switch to your Normal Boots and you'll only float as high as the now water-filled *second* level (previously you had no choice but to float all the way to the top). Go to the torn wall, plant a bomb, and you'll find the fourth key behind it.



Swim back up to the middle floor of that building in the center of the main room, and from there swim or Hookshot over to the locked door on the west side. Inside you'll find a room with a switch and a geyser, a puzzle with the obvious solution of waiting on the geyser and shooting the switch from there. But be careful, since a Tektite in the room above is thinking along the same lines. When you stand on the geyser, he'll drop down to get you, so step there for a moment and then walk back a bit. The Tektite will try to ambush you, but you'll be waiting.



The geyser takes you to a new trifold seal on the top floor. Play the Lullaby to raise the water level all the way back to the top.

WATER TEMPLE

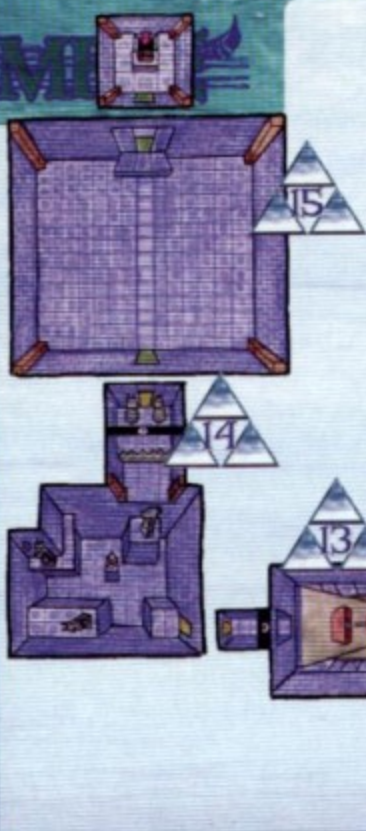


13 Jump down from the alcove where you raised the water, and swim to the locked door to your left. After you pass through the door, pause in the doorway and use your Hookshot to pick off the Keese in the corners.



Then jump down to the platform below and to the right, and from there Hookshot onto one of the sinking platforms. Then quickly Hookshot to a higher platform, and repeat the process until you're at the top. Open the other locked door at the end and enter Room #14.

By the way, ignore the Gold Skulltula for now. You can't get it quite yet.



WATER TEMPLE LEVEL 3F



There's a bit of a twist on the last switch. You have to be standing on the dragon head when you shoot the switch to be raised to the top.

14 I like to start this room by picking off the Tektites, since they like to knock you into the water and force you to start this room over again. They can only advance on you when the water level is up, but they can be quite aggressive when they do.

To clear this area, hit the switch in the center of the room (you can use your bow or the Hookshot, but you won't get your laser pointer with the Hookshot) to make the dragon statues rise. Each statue has a hookshot target on its neck, and you'll need to hook onto that to get pulled across to the other side.

Once there, you usually have to hit the switch again to lower the second statue so you can get over it, for example. You have to hit the switch three times for the last statue: Once to hook over to it, again to lower it, and again to raise it back up while you stand on top of it.

Waiting at the exit are two Tektites and a Like Like behind a wall of spikes. You'll have to use a hookshot target on the ceiling to get past the spikes, but you'd better deal with the Like Like first: Bombs are always a good choice.





A mysterious, misty pool has appeared out of nowhere, and if you turn your back on the tree and then look back again, you'll find you're not alone... In a sense.

Waiting for you is Shadow Link, the last boss of the

Adventures of Link and a royal pain in the butt— Unless, of course, you want to just cheese him to death.

Cheesing Shadow Link is easy. He can mirror all of Link's actions, but he doesn't have any of your weapons, so he has no defense against the Megaton Hammer. If you didn't get that, you can get cheapshots with Din's Fire, but when you run out of MP you'll have to return to conventional strategies. The best non-cheese trick to fighting him is simply not to Z-target him. Try to loop around him and hit him with your horizontal slashes.



The illusory lake clears after Shadow Link is defeated, and you can enter the small room to the North. There you'll find the double-range, Skulltula smashing Longshot.

Before we can play with it, we have to find our way back to the main part of the dungeon. Use your Song of Time to destroy the blue block in the hole behind the chest, and jump on down. You'll find yourself in an underground river, peppered with strong whirlpools that will suck you back to the beginning of this room.

You need the speed of a swimmer, so hold off on Iron Boots until you get near the second whirlpool (swim around the left to avoid the first one). There you

should stop for a second and use your Longshot to nail the Gold Skulltula on the wall. Continue on, swimming to the right of the second whirlpool and right in between the third and fourth ones. Pull yourself up to the platform there (you can use your Iron Boots to walk across to the pots on the other side if you want, since one contains a fairy). Use your bow to hit the eye switch, dropping a chest that contains a Small Key and that can be used as a Longshot target to pull you across to the exit.



You'll end up at Point 7, and from there you should return to that first water-level switch, the one you get to by floating up to the top in the room with the two torches outside. Lower the water-level back to the bottom, and then go into the center room to raise it up to the middle level. While you're there, test out your new Longshot by killing the Gold Skulltula near the top and grabbing its token.



WATER TEMPLE



Now that the water level is back to the middle, head around so that you're facing that room to the South with the eye below the ledge and the Longshot target above it. Shoot the eye with an arrow and then quickly switch to your Longshot to pull yourself across before the gate closes. Push the block as far as you can, then turn to the right to find a chest with a Small Key.



Next, go back to the room with the geyser on the west side to raise the water level back to the top (see point 12). After that, swim back over to the room at Point 13 to nail that Gold Skulltula with your Longshot.



Once you raise the water level to the top, you will never have to change the water level again [scattered applause].



The room with the boulders, whirlpools strong currents and Tektites is only as complicated as you make it for yourself. You can just equip your Iron Boots and walk across the bottom of the pool, switching to Normal Boots just in time to pull yourself up on the other side (but watch out for the Tektites!).



Begin the next room by opening fire with your bow and slaughtering every Stinger you can get in your crosshairs. When their threat has been eliminated, drop down to the bottom and blow up the two bomb spots on the platforms that are just above water level (one is a tear in the wall, the other side has a suspicious two-tone texture). Push the block through one and pull it out the other, ultimately dropping it onto the underwater switch.



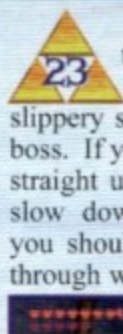
The water level will then rise, allowing you to swim up to Point 22.



Jumping on geysers can be tricky, but the switch gives you plenty of time to carefully plan your jumps before it shuts off. When you make it across, you'll be in the direct path of the boulders. Wait for one to pass, and then run in the direction it came from. Don't miss the Gold Skulltula on the wall before you drop down to the right and get the **Boss Key**. Head back to the main area and use your Longshot to get



across to the boss room in the North part. If you're low on fairies, you can get some from breaking pots outside of the door.



The final obstacle is a trio of spike sliders running along the slippery slope that precedes the boss. If you carefully time a run straight up one side, and never slow down or change course, you should be able to make it through without getting hit.



Giant Aquatic Amoeba MORPHA

Morpha is a fairly easy boss to beat, but the right

strategy takes a tremendous amount of patience.

What you need to do is Z-target the little red core of Morpha, and use your Hookshot to bring it in to you. When it's close, whack it with your sword (if you have a Giant's Knife or Biggoron Sword, use it for extra damage!). And that's about it. Morpha's attacks, particularly his grab and throw move, do a great deal of damage, but have limited range. Your Longshot has enough range to be able to grab the core from farther away than the tentacles can hit, so you're safe and still able to attack if you always stay just out of the range of the blue tentacles.

Morpha begins with one tentacle, and adds another as the fight progresses. Always stand so that the tentacle with the core is closer to you than the other one (you can tell which one will get the core by looking at the water before the tentacles form). When the tentacle flops onto dry land to attempt an attack, step back if you're too close and then fire your Longshot at the core and get ready to hit it with your sword.

If your timing is good, you can occasionally get the core with your Longshot when it's just flopping around between attacks. This requires you to be pretty close (and to keep it Z-targeted constantly), so be ready to pull back when the tentacle starts to form.

Fight conservatively, and you'll knock Morpha into blobs of inanimate grape jelly the very first time you fight him.



LAKE HYLIA



Before we run off to the next medallion dungeon, we're going to stay in Lake Hylia for a bit to grab a new Skulltula and the Fire Arrows. Then we'll finish the new trading game and claim the legendary Biggoron Sword.

Or, continue your quest at either of these areas:

Bottom of the Well Page 106

Gerudo Fortress Page 118

 x 0
 Current Total: 31
 x 1
 Current Total: 77



**FIRE
ARROWS**

prophecy is right on target. Stand facing the two pillars to the east, as shown in the picture. Aim your bow at the horizon, and as soon as the sun rises above the eastern cliffs, fire an arrow directly at it. The **Fire Arrows**, which coat your arrows with a mystical flame, will fall from the sky and onto the small island in the east. Equip them as you would any other item, and use them to light torches, incinerate enemies, or melt ice.



After you clear the Temple of Water, Lake Hylia begins to fill again. The placard on the island to the south foresaw this day, and prophesied that you would receive some sort of treasure if you fired an arrow at the Sun on the morning of this miraculous event.

Actually, you can do it any morning from this point on, but otherwise the



**GOLD
SKULLTULA**

There's only one Gold Skulltula in the overworld that requires the extra range of the Longshot, and it's right here in Lake Hylia. One of the best hidden Skulltulas in this game, this guy likes to hide on top of the tree in the little island with the placard discussed above.

To get on top of the branch and within range to kill him, you'll need to aim precisely at the spot shown in the bottom-left picture, while standing in the place shown in the top-left picture. If you check your map screen, you should now have the "you got every Skulltula" mark by the Lake Hylia location marker.



THE TRADES THUS FAR



First you got the **Pocket Egg** from the Cucco lady in Kakariko, and then used it to wake Talon.



Then she gave you **Cofiro the Blue Chicken**, which you gave to the weird guy in the Lost Woods clearing.



He gave you the **Odd Mushroom**, which you must rush back to the Kakariko Potion Shop.



She (?) made the **Odd Medicine**, which she asked you to deliver to the guy in the Lost Woods.



But you were too late, reports the waiting Kokiri Girl, and she gives you the **Pouch of the Kokiri Girl** he left behind.

TRADING GAME - PART III

This optional quest can be accomplished at any time as an adult, so long as you have Epona or the Longshot. Doing it without Epona is virtually impossible, since it is extremely difficult to deliver the later items before they expire on foot. But if you know the route well and roll the entire way (which is slightly faster than running), it is possible.

BIGGORON SWORD



STEP 6: GERUDO VALLEY

Head to Gerudo Valley and cross the bridge either by using your Longshot or with a well-timed jump from Epona. Show the saw to the Carpenter Boss and he will give you his **Broken Goron Sword**.



STEP 7: DEATH MOUNTAIN

Take the magic plant to the top of Death Mountain, where Biggoron will recognize his handiwork. But he can't repair the sword without eye drops, so he gives you his **Prescription** to take to King Zora.



STEP 8: ZORA'S DOMAIN

King Z has the key ingredient, an **Eyeball Frog**, but you'll have to deliver that to the Lake Hylia scientist—Within 3 minutes! If you try to warp you'll lose instantly (see picture) so call Epona and ride, Postman, ride!



STEP 9: LAKE HYLIA

Make sure you hit the gates to Lake Hylia head on so Epona can clear them, otherwise you may lose too much time and have to start over. The scientist gives you **Eye Drops**, and 4 minutes to get them to Biggoron.



STEP 10: DEATH MOUNTAIN

Ride to Kakariko, then take the Magic Plant up to Death Mountain. Kill the Skull-walltulas before you make the climb (trust me) and if you make it in time, Biggoron will give you the **Claim Check** and begin work.



After three or four days (yes, you can use the Song of Sun to speed it up) Biggoron will finish the **Biggoron Sword**. This two-handed sword is identical to the Giant's Knife, but won't ever break. That may not sound too exciting, but believe me, once you get a taste of the weapon we affectionately call "The Biggy," you'll never want to go back to the so-called "Master" Sword again.

BOTTOM OF THE WELL



After clearing the Water Temple, only two temples remain: Shadow and Spirit. Both require the Lens of Truth, an item last seen in the bottom of the well in Kakariko Village. The entrance is blocked in the future, so you'll have to return to your youth to infiltrate the dungeon below.

Or, challenge this area first:

Gerudo Fortress Page 118

 x 2
 Current Total: 33
 x 4
 Current Total: 81



RETURN TO LINK'S PAST

In order to attempt either of the next two dungeons, the Shadow Temple or Spirit Temple, you'll need the all-seeing Lens of Truth. The villagers in Kakariko lost track of this priceless item seven years ago, when it was last known to be in the Bottom of the Well...



You can't use any of adult Link's items as a child, but you can play the songs Adult Link learned, including the Song of Storms. Before we attempt the well, let's use this mystical melody to get a few Heart Pieces and a Skulltula.

Remember the singing frogs in Zora's River? Play the Song of Storms to get a **Heart Piece**!

Talk to them *again*, and play the Song of Time and any other top row songs you haven't played for them yet, and they'll offer to play a new game with you. In this one, each of the Ocarina buttons on your control pad corresponds to one of the five frogs. Whenever a butterfly appears over the head of a frog, hit the corresponding button to make the frog leap up and swallow it. You have a limited amount of time, so you have to be lightning fast. Luckily, the



order never changes, so you can just memorize the order and punch the buttons as fast your fingers will let you. The order is: A, L, R, D, L, R, D, A, D, A, D, R, L, A. (L is Left, R is Right, D is Down). The prize is another **Heart Piece**!





Hyrule Castle doesn't even exist in the future, so your only opportunity to find this Gold Skulltula comes as a kid. Play your Song of Storms near the tree by the moat where your Stone of Agony shakes. You'll reveal a hidden pit, and behind one of the bombable walls is a Gold Skulltula.



DRAINING THE WELL

To open the door to this dungeon, you'll have to go into the windmill in Kakariko Village and make the music box player's memories become reality: Play the Song of Storms for him and put the windmill into overdrive, messing up the mill and pumping so much water that the well is emptied entirely.



THE DUNGEON IN THE WELL

The Bottom of the Well has got to be the only dungeon in the game where you can just walk right in, take the big treasure, and be out in under 5 minutes. Of course, you can only do that if you know exactly where you're going, something that's much harder than usual since a great deal of the walls and floor panel in this area are only an illusion. But by following the simple steps below, you can grab the Lens and get out quickly... And there's no reason to stick around any longer unless you want to get the dungeon's 3 Gold Skulltulas. We'll have maps showing the paths to them (and showing the entire dungeon, sans illusions) on the next page.



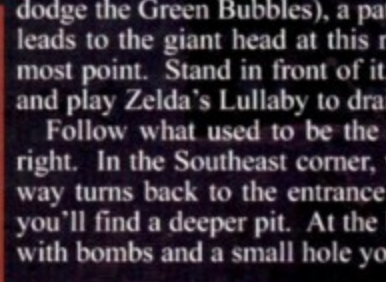
After you walk a few steps, you'll be ambushed by a giant Skulltula. Kill it with a jump attack, and then keep heading straight forward, right through the illusory wall directly behind it.



The illusory walls and floors have no external indication that they're not real. Until you get the Lens, you'll have to figure out what's real and what isn't by trial and error.



When you get into the gigantic main chamber, try to stay in the shallow waterways running to the right or left, since there aren't any illusory pits under water. Run around to your left, following the water (just dodge the Green Bubbles), a path that ultimately leads to the giant head at this room's Northernmost point. Stand in front of it, on the Triforce, and play Zelda's Lullaby to drain the water.



Follow what used to be the waterway to the right. In the Southeast corner, where the waterway turns back to the entrance of the dungeon, you'll find a deeper pit. At the bottom is a chest with bombs and a small hole you can crawl into.



It's easy to miss this small crawl-space on the floor of this pit, but it's crucial you don't, since it's the only route to the Lens of Truth.

BOTTOM OF THE WELL



In the room behind the Giant Skulltula, a mini-boss of sort awaits. His name is Deadhand, and he's pretty easy if you know his tricks.

Deadhand is a cautious foe, and won't even appear until he thinks he has you trapped. Let one of the hands grab you, and he'll come swirling out of the earth. Press a button rapidly to escape from the earth's grasp, and then when the Deadhand lowers his head to take a bite, start slashing. He'll run away, but he'll return again as soon as you let a hand grab you.

You'll get the **Lens of Truth** when he dies, and if you use it to look behind the chest that contained the Lens, you'll find another chest with a Huge Rupee.



BOTTOM OF THE WELL - LEVEL 1F

This map reveals the dungeon as it is when viewed through the Lens of Truth, without fake walls and floor panels.

All Gold Skulltulas and major items have been marked directly on the map.



USING THE LENS

The Lens lets you see right through the fake walls and pits. It slowly drains your MP as you use it, but you should have plenty, and I encourage you to use the Lens constantly. There are a number of really maliciously placed hidden pits here, like the one in front of the



Compass. If you look at the map above, you'll see the chest containing the **Compass** in a cell in the center of the room. If you try to get it going through the visible entrance, you'll plummet to the basement. The real door is through the illusory wall to the left of the chest.



CHEATING AT THE TREASURE GAME

If you haven't won the Heart Piece at the Hyrule Market Treasure Box Game yet, try it now with your Lens of Truth! I wonder which box has the key...





The only reason to stick around in this dungeon is to get the Skulltulas. There are three, and each is behind one of the three locked doors, so you'll need to gather together the three keys first. Two of them are easy: You just use your Lens to locate the doors to the two skull-lined rooms in the South

(see map), and open the chests. The third key is in a room at the Northwest corner, and requires a bit more work. Light all the torches and the lids will slide off the coffins, revealing a key in the one in the Southwest corner, a Gibdo in the south center coffin, and Keese in all the others.

Two Gold Skulltulas are in the locked cells in the center of the room. The third is behind the sealed gate to the East. You'll have to loop around from the Northeast, pass through a room with a Beamos and a lot of illusory pits, and kill a Like Like to get your token.

Among the new concepts introduced in this dungeon are the piles of organic debris scattered in various areas. Set a bomb on top and they sometimes reveal surprises beneath, like the pit and Bombchu in this one near the entrance (see Bombchu on map).



(Above) You'll need to use the Lens of Truth to get past the infuriatingly placed pits blocking the Skulltula in the far east, and to see the path to the Skulltula in the east cell (Left).

BOTTOM OF THE WELL - LEVEL B1

As long as you're vigilant about using your Lens of Truth, you need never worry about falling down the pits. But that's the only way to get down to Level B1, and if you ever want to get the **Dungeon Map** (see mark on map), you'll have to jump down there intentionally. Once down there, you can also cut grass and smash pots for supplies, and kill the Redead in the main area, which usually gets you a Magic Pot. You'll have to grab all the rupees to get out again.

If you play your Song of the Sun at the spot marked on the map with a fairy icon, a Big Fairy will appear to refill your health and magic power.



SHADOW TEMPLE



With the Lens in your grasp, warp back to the future where you'll find Kakariko, and Sheik, at the mercy of an evil Shadow spirit (with the not-at-all-evil-sounding name, "Bongo Bongo"). Grab your Lens of Truth, play your Nocturne, and go help Impa in the Temple of Shadow.

Or, challenge this area first:

Gerudo Fortress

Page 118



TRAGEDY IN KAKARIKO

Once you've cleared the first three dungeons as an adult, you gain access to the last two: Shadow and Spirit. We recommend you do Shadow first, since the big item you get here (the Hover Boots) will make the Spirit Temple easier. The items you get in the Spirit Temple



won't help you in Shadow.

The only way to get to the dungeon is by warping to it with the **Nocturne of Shadow** (a Nocturne is either "an artistic work appropriate to the night" or "a dramatic, brooding piano composition." Your pick). The way to get that is simply to enter Kakariko (via the main entrance) once you've cleared the first three dungeons, and watch the situation unfold.



You have learned the Nocturne of Shadow.



The Shadow Temple is at a convenient location. There's an obelisk with a fairy right by the entrance, and a whole Fairy Fountain is hidden under one of the graves in the graveyard. Fill up your HP and especially your MP before you enter: You'll be needing to use your Lens a lot, and you'll want a blast of Din's Fire to easily light all the torches and open the door below.



Use your Hookshot to cross here.

I After you use your Lens to pass the face in the entryway, use it in the main room to find which of the eight skull torches is real, then push the side of the bird statue 'til it's pointing at the one torch that isn't an illusion. Then use your Lens to uncover the hidden door in the West Wall, and head through it.



The area in the Northeast is another simple corridor with two illusionary rooms. In the first, killing all the Keese and Redeads will earn you the **Dungeon Map**. In the second, it's another Deadhand... He was pretty easy when you were a kid, but now that you're an adult wielding the Biggoron Sword, he's a push-over. Kill him and you'll get the Dungeon's big treasure: the **Hover Boots**!



Kill him and you'll get the Dungeon's big treasure: the **Hover Boots**!



The Hover Boots suck in that they make every area feel like the slippery Ice Cavern, but they do allow you to run straight over a pit and not begin to fall for about a second. That second makes the difference in crossing over to the tongue back in the room with the bird statue; you can now make a running jump to the ledge by the skin of your teeth.



SHADOW TEMPLE



This room seems to contain three bombable walls and a Beamos, but two of the walls are simple illusions. The one to the east you actually will have to bomb.

As long as you have the Bombs equipped, you might as well toss one the Beamos' way. Beneath him is a fairy spot: Play the Song of Storms and a Big Fairy will replenish your Health and Magic Power.

The room to the south contains Gibdos, a mummy enemy that looks and acts very similar to Redeads. They share a weakness, too: Play the Song of the Sun and stick them with your five feet of Biggoron steel to kill them and get the **Compass**.



SHADOW
TEMPLE
B1 - EAST



The room to the North contains a rupee grabbing puzzle, a pair of giant spinning scythes, and the first Small Key. It'll take some work to get all the rupees, especially with the spinning blades (remember to roll under the blades if you fear you're about to get hit), so don't

accidentally tumble down the hidden pit in the Northeast alcove—You can climb back up, but you'll have to start the puzzle all over. When you get the key, use it to unlock the door to the East, which leads down to level B1.



It's tempting to rush through this annoying corridor (you'll return here every time you fall), but take it slowly so you won't be ambushed by the Big Skulltulas (look out for their shadow, and kill them with your Longshot) or cut by one of the falling blades (which you may find easier to roll under).

When it opens up into the huge cavern, don't stop to gawk or a Wall Master will pull you back to the beginning. Lure him out and put him down with your Biggy so he won't be able to stop you again. Then jump or roll across to the large platform at the North side, where a Stalfos is waiting (if you roll under a blade and off the edge while wearing Kokiri Boots, you will auto-jump to the other side). If you're using the Biggy, wait for him to attack and then hit the attack button to cut him hard and cancel his attack.

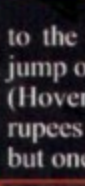
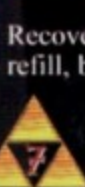
After you defeat the Stalfos, you can play the Song of the Sun in the middle of this platform for a Big Fairy. And you can redo this every time you pass through here!



A skilled swordsman can eliminate the threat of the Stalfos by knocking him off the edge... But watch out he doesn't do the same to you, either with a direct attack or the "recoil" from the Biggy!



SHADOW TEMPLE LEVEL BI



If you use your Lens of Truth from the platform where you beat the Stalfos and look to the east, you'll see illusory platforms connecting your current location to a secret room. Jump across, but make sure you have the Lens on when you walk through the door, or you'll be ambushed by a pair of spinning scythes and a Like Like that can only be seen with the Lens.

Also in this room are four Keese, one in each corner. They're pretty shy, so hunt them down where they're sleeping, in the corners of the room. If you get hurt, use your Song of Time to create a Time Block so you can get to the Recovery Hearts. The prizes in the chests here are crap: just a blue rupee and an arrow refill, but the Gold Skulltula in the corner makes it a trip worth taking.

Jump across the way you came, and be ready to fight the Stalfos again (and get the Big Fairy again, if necessary). When you've vanquished him, jump to the rising platform to the west when it's at its lowest point, and then jump off it (again, to the west) when it's at its highest point (Hover boots help a little). You'll have to find all the rupees on this platform to open the door to the West, but one of them is hidden under the Beamos, so use a bomb to obliterate him. Roll through the spike sliders to get the rupees they guard, if necessary, and do not use your Hover Boots here, or you may float right into the spikes.



Hookshot + Biggy = Dead Like Like.

SHADOW TEMPLE



Stay away from those spikes: They don't simply do damage, they return you to the beginning of the floor. There's no way to run or roll under them, so you'll need to jam them up.

If you look to the right with the Lens of Truth equipped, you'll see a grey block embedded in the wall. Pull it out and push it under the path of both spike things (if you put it right in the middle, it will jam 'em both). Then squeeze out beneath the sides to get a Gold Skulltula and a chest full of arrows.

Slip around to the other side of the block and pull it as far as it will go. Then climb on top of it and up to the top of the little cell areas. There you can hit a switch that drops a couple of chests around the room. Most of them just contain rupees, but you can use them as Longshot targets to get around (or you can use Hover Boots to jump to the other side, since you can walk on top of the spike things).

The last chest up there contains a Small Key, so grab it and jump across to the other side.



When you return back to the main room, walk over to the small strip of earth that is Northeast of the Beamos, and up to the edge of the platform before the guillotine. Use your Lens of

Truth to see the platforms beyond the blade, and jump or roll across them until you get to the door on the other side.

Again it seems like there's nothing inside, but your Lens will reveal the truth: spikes everywhere. Carefully collect all the rupees; to get some of them, you may need to use your



Longshot, and stand so a rupee is between you and a Hookshot target, and then you can grab it while you're being pulled up. You'll need to use your Lens to see all of the Hookshot targets.



The door that opens to the West contains a bunch of pesky Keese and a giant flaming skull. Take care of the Keese first, since you won't want any interruptions


while you're handling explosives. Then climb to the second floor, where you have just enough range to grab a Bomb Flower and toss it directly into the hollow skull. If your aim is true, the Skull will detonate, and you'll find the Small Key in the ruins.

You'll also find a fairly obvious Gold Skulltula located behind where the skull used to be. Return to the room with the invisible spikes, Hookshot up to the locked door (use your Lens to see the invisible target) and head on down to Level B3.





SHADOW TEMPLE LEVEL B2

 An important strategy when dealing with fans is knowing which boots to use. When you're wearing the Iron Boots, the fans don't affect you at all. With your frictionless Hoverboots, you're completely at their mercy (Normal Boots fall somewhere in between). You can use a combination of boots here (Use Iron Boots until you have to make a long jump, then switch to your Hover Boots when the fan stops blowing). Or you can aim your Longshot at the wood beams to pull yourself across the pits, bypassing the fans entirely.

At the end of the corridor, under the flame-shooting eye switch (you can hit it when the eye is open to kill it), there's a room with a couple of Redeads and a Fairy spot (play the Song of the Sun for a big fairy). As the painting there tells you, you'll need to go back to the Hallway with the fans immediately outside, where a cursory glance with your Lens of Truth will reveal an opening behind the first fan. Stand in front of the fans with your Hover Boots and run towards the illusory opening when the fan turns on.



In the room connected to that hidden hallway, stun the Gibdos with your Song of the Sun, cut 'em down from behind, and collect the Magic Pots they drop when they die.

The chest with the Small Key is well-hidden. Drop a bomb on the pile of organic nastiness in the corner, and then use your Lens to survey the spot afterwards, and you'll see the chest.

SHADOW TEMPLE



Pull the block all the way onto the gold seal so you can climb up to the ship. When you stand on the Triforce and play Zelda's Lullaby, the ship will set sail, so deal with the Gold Skulltula in the corner first. You can actually hit him with your Longshot from the bow of the ship, but you can also summon Pierre to make it a bit easier.

Two Stalfos will join you on the ship when it gets moving, and you can try to knock them off or slay them with your Biggoron Sword. There's no real rush, though, since you can bail out of the ship when it begins to sink by jumping to the left (Hover Boots help, but aren't required) whether the Stalfos are still alive or not.



If you climb up the fence near the block's original location, you'll be taken way back to Point 4. But first push the block all the way to the gold seal, or you'll be trapped up there.



14 This area is a brief maze connecting three treasure rooms. The maze can only be seen with the Lens, as can many of the enemies in it. We suggest you just ignore the enemies, since even if you kill them, they'll return whenever you reenter.



15 Wooden walls of spikes close in on you from either side of this room... Nothing a blast of Din's Fire won't take care of. If you need magic, you'll find it in the pot at the end of the room, and you can get more by killing the Redead afterwards. Grab the all-important Boss Key on your way out.



16 There's an invisible Floor Master lurking in this otherwise empty room. Use your Lens to see him clearly, and hit him after he pounces, when he's no longer green (when he does turn green, get out of the way!). The three little guys he splits into will all be invisible too, and the difficulty of hunting them all down before they grow into Floor Masters themselves necessitates you use something drastic, like a Super Spin Attack or Din's Fire. The last Small Key will be revealed when the final one dies.



This room is entirely optional. It's very similar to the room at Point 10, but there are three skulls this time and they're spinning in a circle. If you can land a bomb in each one, the last one will explode in a colorful spiral of rupees. Behind them, in the exact same area it was in Point 10, is the final Shadow Temple Gold Skulltula.



I was stuck here for about 4 hours, completely unable to figure out how to get to the boss area on the other side of the underground river. Turns out you have to use your Bow and fire an arrow into the distant thicket of Bomb Plants beside the giant bird statue. It will

come crashing down, forming a bridge across.

When you get to the other side, you can use the Song of Time to make a step to the platform with Recovery Hearts, and the Song of Scarecrows to get Pierre to pop up at the even higher ledge.

In the room beyond, use your Lens of Truth yet again and then equip your Hover Boots to float over to Bongo Bongo's door.



Phantom Shadow Beast BONGO BONGO



Pull out your Bow and keep your Lens of Truth handy, since you won't get far on this boss without them both.

Shoot his hands one by one (which causes him to drop arrows and magic pots), and when they're both blue, indicating they're stunned, turn on the Lens and look for the eye. Hit it with another arrow, then run in with your Biggy to do some damage.

You don't need to worry too much about Bongo

Bongo's attacks, just get ready to dodge whenever a hand stiffens as if to strike. But you must be aggressive; you will need to be fast to get both hands stunned at the same time.



GERUDO FORTRESS



Link is most definitely not welcome at the base of Gerudo's famous band of all-female thieves. They'll try to lock you up, but Link can easily escape and, with a bit of fancy legwork, free the four captured carpenters and gain the respect of his captors. When this challenge is complete, an even tougher one awaits in the Gerudo Training Ground.



As soon as the Gerudo lay eyes on Link, they lock him in a cell set into the cliff that borders Gerudo to the North. Use your Longshot to pull yourself up to the window, and from there take a few minutes to familiarize yourself with the movements of the guards. If you want to be cautious, you can use your Longshot or Bow to stun the closest guard (the Bow stun lasts longer), but it's easiest to just



wait 'til her back is turned before you jump to the ground and run in the door to your left.

That door leads directly to the first of the carpenters you need to free to gain the respect of the Gerudo (and a fixed bridge, not that that's worth much), but you'll need a Small Key to free him from his cell. To get one, just turn and defeat the Gerudo that's jumping in behind you while you're chatting away. These are tough one-on-one fights that are complicated by the ability of the Gerudo to win instantly (capturing Link) if she hits you with her special spinning jump slash. Guard against that by staying close and aggressive (she'll only begin the motion when she's a moderate distance away from you), and using your Shield to block her normal thrusts until you see an opening to hit with a jump attack. If you're using the Biggoron Sword, you can break through the Gerudo's defenses with a well timed forward thrust, an attack the Gerudo have trouble blocking.



The Biggy's forward thrust attack is great against the Gerudo... If you're using the Master Sword, stick with primarily defensive tactics (but keep close).



The spinning jump attack that will knock Link all the way back to his cell.



The crates in this area give you a place to hide from the guards while you wait for a safe time to play the Song of Storms and open up a hole to a new Fairy Fountain! When you're full up on Fairies, head in the door to the South.

Don't be too hasty, since a guard patrols the far end of this corridor. Wait behind the crate for her to turn her back and head away, then run ahead and turn right into the first passage. This



will take you outside, where you will have to use a weapon to stun the guard roaming in front of the next door. Inside, Carpenter #2 and another blood-thirsty Gerudo await!



The door past Carpenter #2 leads to an unguarded expanse of roof. Ignore the door to the right and head down to the other door past the ivy. After you save Carpenter #3 down there, climb back up the ivy and head out the door you ignored earlier. You'll find yourself on the top level of a room that's being carefully guarded by two Gerudos.

You can stun them, but it's easiest just to bypass them altogether by using your Longshot to hook across to the other side by latching on to the wooden rafters in the roof. Latch onto the third and last rafter for safe passage.

You'll exit near the top of the building, and from here you can either go to Carpenter #4, or use your Longshot to hook on over to the treasure chest and the Heart Piece it contains. If you're having trouble, you can call Pierre for help (though you should be able to hit the chest from where you're standing).



You'll have to drop down to the room shown in the top photograph to get to the final Carpenter. This one has a guard that can be difficult to deal with, so be careful. Pause in the doorway and wait 'til she passes left. Go up a little to the right and stun her while her back is turned. Dash past her and to the right as quickly as possible and you'll be at the Carpenter in no time.

It's easy to miss this door since it's a ways below the roof where you exit the passageway after #3.

You're safe in the doorway, but you'll be caught if you get any closer.

It is virtually impossible to get past this guard without stunning her first.

After you beat the Gerudo swordswoman, she'll give you the Gerudo Pass. Now you can walk freely around the fortress and guards won't bother you.



GERUDO FORTRESS

GERUDO TRAINING GROUND

Once you have your Gerudo Pass, you can gain access to the Gerudo Training Ground. For a mere 10 rupees



you're allowed into a small dungeon, which contains ten rooms, each containing a puzzle or two. Beat them to collect Small Keys and other minor treasures, and then go to the treasure room to use your keys to get prizes. If you get all the keys, you can get the big prize, the **Ice Arrow**. It's basically useless, but this area's pretty easy, so it's almost worth it.

Use your bow to shoot the eye above the door and you'll get some arrows and a blue rupee.

If you play the Song of Storms in the center of the main room, you'll reveal a big fairy.



(We're counting these off from the door on the far left) Killing a pair of Stalfos in under a minute? With the Master Sword, that's pretty easy. With the Biggoron Sword, it's a cinch! In the past



we've recommended a block/counterattack strategy against Stalfos, but the Biggy has such long range that you don't even need a shield. When the Stalfos prepare to leap at you, just swing your blade and knock 'em out of the air, no blocking necessary. You'll clear one minute easily, and at the end you'll get your first Small Key.



You have to get all the jewels in this room in under 1:30. Most of them are easy, and it isn't difficult to dodge the boulders that run along the left side. One or two of the rupees require that you



use your Hookshot (so you can fall down on them from a Hookshot target), and you'll also need to use your Hookshot to get over the walls of flames at the top part of the room. The only thing you really have to watch out for here are the Wall Masters—Switch to that Hookshot view as soon as you see the shadow to make them go away.



This room contains an endless supply of Wolfos and White Wolfos enemies which you should be able to keep down with competent use of your Biggy and an occasional spin attack.



The chest here contains only arrows, and there doesn't seem to be any visible exit. But if you use your Lens of Truth and aim it just above the fake door, you'll see a Hookshot target. Fire at it when the Wolfos give you some breathing room and you'll be able to pull yourself up to the fourth room. Come back with the Silver Gauntlets to pull aside the big block, and reveal a huge rupee.



In this room, you have to shoot all four eyes in the statue. This is much harder than it sounds, because your aim has to be precise, and you have to hit all four *in a row*. If you miss your chance to hit one of them, they all open again. What fun! If you run out of arrows, you can use your Longshot, which is even more difficult, since it takes longer to hit its target.



Once you stop the statue and get the key, you'll have to use the Song of Scarecrows and summon Pierre to get up to the top level. One door leads to the top of the treasure chest room where more keys await. The other goes to Room 5.

5 There are a ton of arrows in this dungeon, so you might as well be using your bow to snipe enemies from a distance here. Kill 'em all, and you'll get a new chest full of arrows.

Use your hammer to smash aside those cylindrical statues and reveal a floor switch and an eye switch. The floor switch will extinguish the flames so you can get the Key inside, and an arrow to the eye switch will open the door to continue.



6 This room can be tricky. Use a combination of Normal and Hover boots to grab all the easy rupees, then hit the switch and grab the one amidst the ring of fire. From there, you can Hookshot back the direction you came, and hit the last one, opening the door to the right. Before you head off that way, play the Song of Time to create a stairway to the Key on the ledge, and another area that leads to the Treasure Room.



7 Use the Song of Time to eliminate the blue blocks in this room, and dive on down to collect all the rupees. To get them you can either use well-angled Longshot shots from various corners of the room, or more simply stand under the rupees with your Iron Boots and switch to Normal Boots to float up and grab 'em (in either strategy, it's a good idea to Longshot the clams to death). Get them all for another Small key.



8 Two Dinolfos in a minute and a half? This room's a snap any way you take it, since these slightly tougher Lizalfos have nothing on a heavily armed adult Link. To make it even easier, jump up on the ledge (go from the sides to avoid the flames) and whack 'em to death from up high, where they're unable to retaliate. Beat them in the time allotted for the final Small Key.



The Treasure Room is almost another puzzle in itself. The big chest looks close, but you'll need seven keys to get to it, starting from the left and working your way around. On the way, you'll pick up rupees, hearts, and refills for virtually all of your weapons, so you may want to hold off on opening all of the little chests until your pockets are empty.

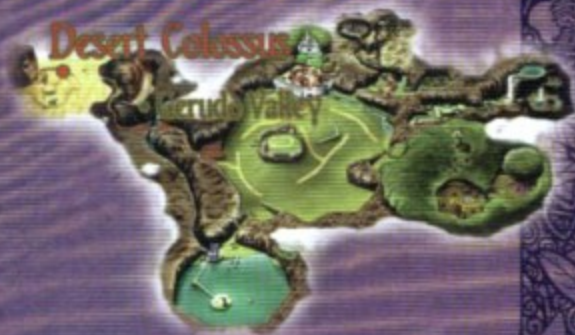
After you open the first locked door, equip your Lens of Truth and take a look around. You should see a hidden passage that leads to, among other things, another key. With that and the eight you've already received, you should have more than enough to get the Ice Arrows.



Using your Lens of Truth here reveals a hole that you climb up into. You'll find yourself once again looking down on the treasure room, as you collect another Small Key.



DESERT COLOSSUS



The journey is long and arduous, but Link's final Temple awaits in the giant Colossus deep in the desert. To get there, he'll have to cross the Haunted Wasteland with only some ragged flags and a mischievous Poe to guide him. Soon after he finally arrives, Link is told he must leave again, to attempt this challenge with the heart of a child.



GOLD SKULLTULA

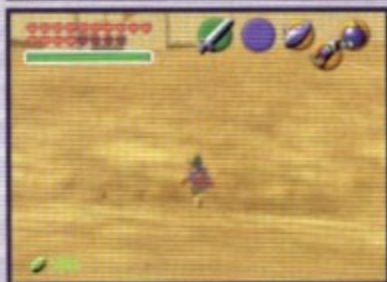
HAUNTED WASTELAND

Talk to the Gerudo atop the watchpost, and she'll open the gate for you. Beyond lies the Haunted Wasteland, a featureless desert that's perpetually in the midst of violent sandstorms.

The first obstacle is the river of sand, which can only be crossed with the Hover Boots or a

Longshot to the crates on the other side. Once you're on the other side, follow the flags. The visibility here is terrible, so it may be tricky to spot the flags in the distance, especially if you're playing on a less than stellar TV set. To get a momentary clear view of the flags in the distance, play the Song of Storms and watch for the lightning strikes.

On the way you'll pass a sign



pointing to a man on a magic carpet. Use your Hover Boots to make the jump, and he'll reward you by selling you 10 Bombchus for an extravagant 200 rupees.

The trail of flags ends at a small rock fortress, half buried by the rising sands. Inside you'll find a Skulltula and a purple rupee (if you use Din's Fire to light the torches). On top you'll find a placard suggesting you use your Lens of Truth. Comply, and your guide will appear: a Poe that can only be seen within the center of the Lens. Follow him carefully to the Desert Colossus.

The lightning flashes are brief, but the Song of Storms is just what you need when the visibility gets rough.



When your clientele consists primarily of parched and dying wanderers, is selling Bombchus really a viable business plan?





FAIRY OASIS

The dry pit at the southernmost point of the Desert Colossus contains a fairy fountain... If you provide the water. Stand on the rock where you'll be safe from the Leever and play your Song of Storms to fill up the pool. The rain will gradually fill up the oasis, and you'll gain a very convenient Fairy Fountain for your travels in the Spirit Temple. Sweet! This fountain can also be filled when you come back as a child.



At night, you'll find a Gold Skulltula atop one of the palm trees near the fountain. There's one other Gold Skulltula you can get as an adult, atop the giant rock in the North, but you'll need to set up the Magic Plant as a child before you can get it. Oh, and I sort of ran out of space before I could mention the two Skulltulas in Gerudo Fortress, so I'll cover those on page 134. Sorry about that.



DESERT COLOSSUS

This area is full of annoying little enemies that you can't target called "Leever," and they can be a real pain unless you roll constantly through the sand to avoid them.

Enter the colossus briefly and then head back outside, where Sheik will be

waiting to teach you the **Requiem of Spirit**. Now use the Prelude of Light to return to the Temple, warp back in Time, and play the Requiem to return here as a child.



Hey, you knew I'd get to this sooner or later: A Requiem is "any musical service, hymn, or dirge for the repose of the dead." Hmmmm... Clearly that would have been more appropriate for Shadow. They should have called this one the "Rhapsody of Spirit" or something.



NARYU'S LOVE

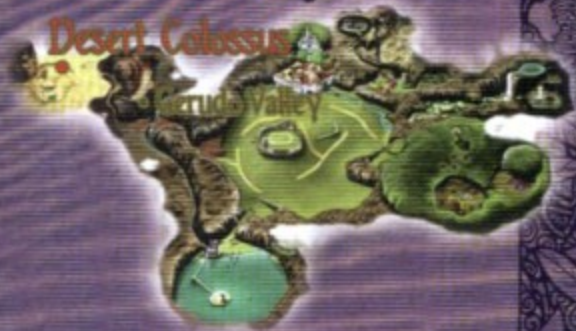
If you place a bomb at the thin crack in the north wall near the entrance to the Desert Colossus area, you'll reveal a Great Fairy and the final of the three magics. Naryu's Love costs 12 MP to cast and surrounds you with a diamond-shaped shield that prevents all damage to Link for a limited time. It's expensive to cast, but the effect does last a very long time. Sadly, it comes so late in the game that it's practically useless.

If you place a bomb at the thin crack in the north wall near the entrance to the Desert Colossus area, you'll reveal a Great Fairy and the final of the three magics.

Naryu's Love costs 12 MP to cast and surrounds you with a



SPIRIT TEMPLE (CHILD)



Nabooru, leader of the Gerudos, hardly seems like the tyrant people are whispering about in the future. Perhaps by helping her defeat Ganon in the past you can prevent her from being corrupted by him in the future? This is one of the many mysteries that await young Link as he confronts the west side of the Spirit Temple.

 x 0
 Current Total: 34
 x 4
 Current Total: 92



Warping is the only way for Link to get here, since he'll still be turned away at the gate to Gerudo Fortress. If you have all the stuff you need, you can use your Requiem to warp here directly from the Time Temple.

Inside, you'll find the legendary thief Nabooru, before she was corrupted by Ganondorf. Tell her you're doing "nothing" and she'll ask you to infiltrate the Temple and retrieve the Silver Gauntlets for her.



Before you warp over to the Colossus, pick up a bug and one last Magic Bean. Use both at the soil plot for a Gold Skulltula and the very last Magic Plant.



You'll have to kill all of the enemies here to open the doors, and that includes the Armos in the middle of the room. First take out the Keese, which you can clear out while they're still perched if you're careful. Then comes the Armos, who still falls for that old trick where you set a bomb, then hit him with a sling-

shot pellet or whatever to make him come alive just in time to be blown into tiny little bits.

The crawlspace leads to a locked room, so your options are either East or West. Your best bet is definitely to head West first.



Your old tricks still work like a charm.





Link has never had to fight one of the Stalfos as a child before, but you needn't change your strategy because of it. The Hylian shield that's strapped to his back will block their jumping thrusts the same way it did for the Lizalfos, and little Link can still follow that up with a jumping attack. The Kokiri sword's crappy damage means you'll have to be patient to win this fight.

You can also use your Boomerang to stun them.

You need to hit the switch on the other side with your 'rang, like you did in that final room in Jabu Jabu. Ah, the memories... We've come so far, haven't we? Anyway, stand about where Link's standing in the picture, target the switch, and let your Boomerang flip the switch and knock down the bridge.



3 This room introduces "Anubis" enemies, flying mummies that are vulnerable only to fire.

The easy way is just to incinerate him with Din's Fire, but if you suck so hard that you don't even have that (see page 45), you'll have to use the alternate method of frying him.

Maneuver him over to the platform to the left of the door (not difficult, since his movements mirror yours) and hit the switch to send him up in flames.

5 When you get the Small Key from Point 4, re-enter Room #1 from the east door and crawl through the tunnel to the locked door that leads to level 2F.



4 Point 4 is another one of those "collect all the silver rupees" room that seem to be all the rage in Hyrule these days. None of them are particularly difficult to find, but the whole thing is complicated by the presence of a Wall Master, just waiting to pounce on you if you pause to look around or kill the Keese.

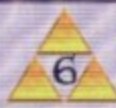
Either lure him out and kill him, or be careful to switch to a weapon-based view the second you see his shadow. If you want to kill the Keese (and you do), make sure you do it from this view, 'cause he'll nail you if you try to Z-target them. Getting all the rupees will open the gate (don't miss the Gold Skulltula on the other side), and lighting all the torches will you get the Small Key.



Don't miss the rupee behind this torch!

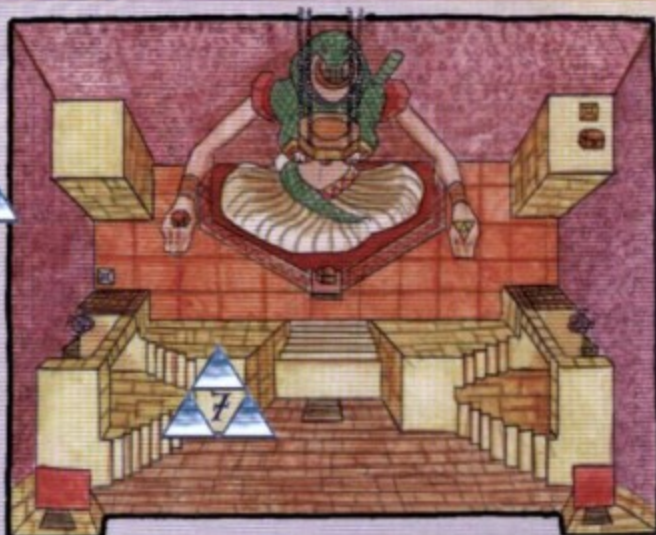


SPIRIT TEMPLE



Kill the Skullwalltulas before you climb up here, and keep an eye out for the single Gold Skulltula that will be right behind the ladder when you get to the top.

Also lying in wait at the top is a pack of Lizalfos. You can use the same dirty tricks you did on the Stalfos here, or you can make it even easier by softening them up with a Lizard-stunning Boomerang hit.



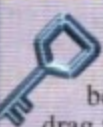
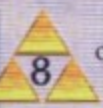
When you've cleared out the Lizalfos, turn your attention to the rock set in the wall and the molded sun set into the floor. You'll need to get rid of that rock to get some sunlight onto the seal on the floor, and you know what that means... Bombchus! Finally, Bombchus! If for some reason you don't already have 50 or so of these otherwise basically useless items in your inventory, you can shoot the switch in the corner for a box of Bombchus from heaven. Grab 'em and set one loose in the direction of the stone to open the door to the Snake Woman Room.



This room is huge, but there isn't a lot you can do right now.

Start by pushing the statue down onto the switch (it is a real statue, not an Armos). Then run to the platform in front of the statue, and use Din's Fire to light the torches. A giant chest will appear, containing the **Dungeon Map**.

Next, climb up to the third floor of the west side and head out the door in the Southwest.



More rupee grabbing mania here, but that's only the start of this room. Wipe out the Beamos before they can give you any trouble, and run around sweeping up those rupees. When you get the last one, the torch will light, and (surprise!) you'll have to transfer that flame to the braziers in this room before the flames start to die out.

That will get you the Small Key, but you'll need to do one more thing before the door opens: Clear a path to the block with the Sun seal on it, and then drag that over to the sun beam in the Northwest corner.

It's always a good idea to kill these Beamos, since they'll hit you time and time again as you run around collecting rupees, lighting torches, and pushing blocks. Just Z-target them and toss a bomb from the range illustrated here.





Don't be in such a rush to open that locked door that you miss the Gold Skulltula perched over the doorway from the direction you came. It's the last one you can get as a kid.



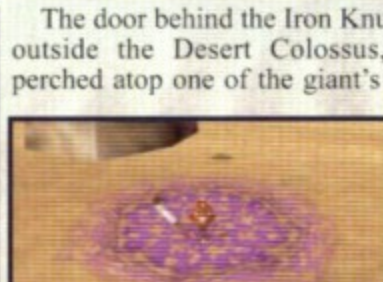
SPIRIT TEMPLE 3F-WEST



A single Iron Knuckle enemy is the closest young Link gets to fighting a boss in the Spirit Temple. The Iron Knuckle isn't difficult, but his hits do obscene amounts of damage to you and he'll take quite a few hits himself before he goes down.

We'll start with a hot tip: When you need some life recovery, stand so a pillar is between you and him and he'll topple the pillar with his next slash, revealing three recovery hearts. With that safety blanket, you have enough security to stay alive while you perfect your anti-Iron Knuckle technique.

After he swings, it's easy to get in, either by running behind him or rolling in, and start slashing. When he launches into his combo, flip back: his first swipe tends to go over Link's head, but the second is low and deadly. When his attack's over, you have plenty of time to get in there and begin one of your own. Be conservative, Iron Knuckle is slow and as long as you can dodge his obviously telegraphed attacks, you can take your time. If you'd prefer a safer way to defeat him, you can always use a lot of Bombchus from a distance.



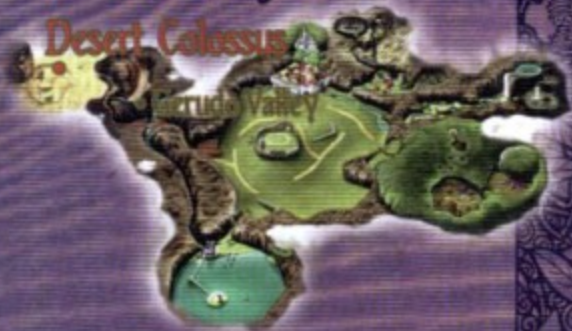
The door behind the Iron Knuckle takes you back outside the Desert Colossus, where you'll be perched atop one of the giant's outstretched hands.

Beside you is the **Silver Gauntlet**, and beneath you you'll see Nabooru fall to Ganon's minions... Guess she won't be needing that Gauntlet, eh?

Speaking of which, it's time to warp back to the future and return as an adult with the power of the Gauntlet at your disposal.

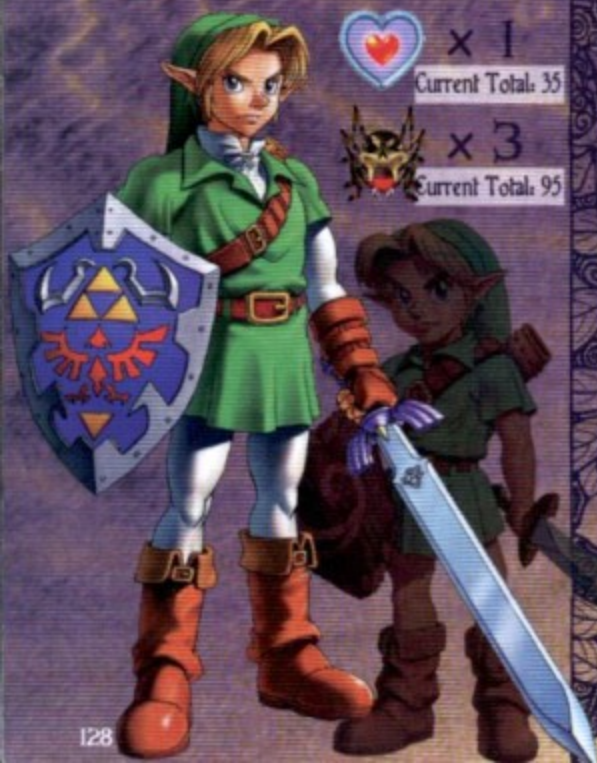


SPIRIT TEMPLE (ADULT)



Young Link is powerless to save Nabooru, and is left with no choice but to return to the future and do what he can as an adult. With the powerful Silver Gauntlets, the elder Link has gained access to the East side of the Spirit Temple, where the witches Koume and Kotake await, in addition to the Sage of Light and the final medallion.

 x 1
 Current Total: 35
 x 3
 Current Total: 95



from these guys when they can catch fairies for free.

But you can get some kinda decent stuff with the Silver Gauntlets, and we'll cover all of that once we've cleared the Spirit Temple.

Now that you have the Gauntlets, virtually nothing can stand in your way. Take this big ol' rock, for example. Now Link can just pick it up and huck it aside, revealing, (gasp!) Business Scrubs that are selling crap! Like anyone's going to buy potions



For now, hop on top of your Magic Plant and go for a ride. First stop is the large rock at the North side of the map, where you can get one more Skulltula at night. Next up is the **Heart Piece**. Wait 'til the very end, when it loops around the arch. Face towards the Colossus and step off right as the plant passes over the top of the arch. If you got the one from the Gerudo archery game (covered in the upcoming Final Updates section, pg. 134), then this should be the final one, and you should have 19 Heart Containers. Congrats!



With your Gauntlets, push the giant granite block on the east side until it falls into a hole. From there, you can access a three-way room similar to the one on the West side. This time, however, there are no Keese or Armos to deal with. Instead, there's a single Beamos, that you can blow up or ignore completely. Above him, on the ceiling, is the switch that opens the door, so shoot it from a safe spot and head to the right.





Whenever Navi turns green, you know something's up.



There are one or two tricky things in this otherwise conventional rupee-grabbing puzzle. The first rupee is over the edge a bit, so you'll want to equip your Hover Boots and run straight off of the ledge to pick it up.

The other rupees are in the little alcoves behind the paths of the rolling boulders. The only thing you really have to be aware of is the Song of Time block; If you play your Song of Time, it will disappear and reveal a Gold Skulltula. But the block isn't gone, it's just moved to the adjacent alcove, where one of the rupees is. Make sure you grab that one before you play your Song of Time, or play the Song again after you get the Skulltula to send the block back to its original spot.

The room past this one contains a Like Like (be careful, it's positioned to ambush you), a Small Key, and, if you play your Sun Song in the center of the rug, a Big Fairy.



SPIRIT TEMPLE IF-EAST



Point 3 is as easy as they come. Snuff the Wolfos, play Zelda's Lullaby to make the chest appear, then use it to Longshot across for the Compass.



Another pesky Like Like awaits at the ground floor of this room, so keep your distance and kill him with bombs or a well-timed slash with your Biggy. The second level contains a potentially more dangerous threat: An invisible Wall Master. You can see him with your lens or let Navi auto-target him, but remember to use a charged-up spin attack to wipe out his offspring after he dies. Then grab a handle of the mirror and rotate it until it projects its light on the third sun symbol.



The third sun is the one that opens the switch, and the 2nd and 4th suns are traps. Ignore any chest that makes a "bzzzzt" sound when it appears, for it contains an Ice trap. The 4th sun will unleash a second invisible Floor Master.

SPIRIT TEMPLE



There's a lot you can do in the Snake Woman room as an adult that you couldn't as a kid. Start by heading up the stairs, passing the Armos, and use your Hover Boots to glide off the corner of the top platform and onto the Triforce seal on the statue's left hand. There you can play Zelda's Lullaby to make two treasure chests appear. The first will be on the statue's right hand, and



They try to fool you a bit here... The statue on the opposite side was for real, but this one is an Armos you'd best leave alone.



Once again, that wandering scarecrow happens to be in the right place at the right time.



you'll have to use it as a Longshot target to get over there and help yourself to the Small Key inside. Then go to the ledge where you used your Boots to get to the hand in the first place, and use the other treasure chest as a Longshot target to get to the switch in the Northeast corner. The chest contains nothing of worth, but the switch (which must be hammered) opens the route to Point 6.

Finally, climb up the stairs in the southwest side of the room, where you were as a kid, and use your Song of Scarecrows on the top floor. Pierre will appear on the otherwise inaccessible far ledge, and you can use him to hook across to this area's final Gold Skulltula.



Once you've smashed that rusted switch, the door in the middle of the south wall opens up. You don't have to go down here, but if you do you'll find a couple of large granite blocks, which must be pushed into the appropriate holes, and another rusted switch. Hammer this one and an elevator that links this area and the very first room of the Spirit Temple will be activated.



This elevator won't take you anywhere new, but it will be a big help if you need to exit the dungeon to look for more healing items, or if you lose to the boss and are forced to start at the beginning of the dungeon.



*"How about a little fire, Scarecrow?"
[cue malevolent laughter]*



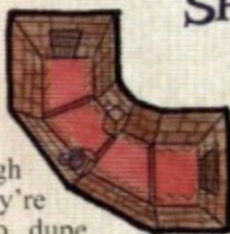
The locked door on the third floor of Room #5 leads to another Anubis room, where once again you have the option of tricking the Anubi (Anubisses?) into gliding over a fire trap, or just incinerating them with Din's Fire or a Fire Arrow (which is particularly entertaining). You'll also have to toss a bomb at the Beamos' head if you want to open the door to progress.

If you're having trouble getting around here, you can play the Song of Time to create one of those blue blocks on the right side of the room, but this is optional and not particularly helpful.



8 Ignore the sun sigil for now and go stand at the door to the south. You'll need the co-operation of an Armos to get through this puzzle, but they're pathetically easy to dupe. Just stand by the sealed door, get the one furthest from you in your laser sight (or whatever) and give him a love tap with your Longshot. He'll come thundering towards you to return the favor, flipping the switch and allowing you to slip out easily. Thanks, sucker!

SPIRIT TEMPLE 3F-EAST



9 Your Compass reveals two chests in this room, but you can't see 'em anywhere. Whenever that happens, switch to your Lens of Truth and take a closer look: Invisible chests! Each contains only a meager Recovery Heart, so don't get *too* excited.



10

Ooh, another Iron Knuckle. You're not so tough now that I'm all grown up and have a sword that's about as big as your ax, are you? Yeah, I didn't *think* so. But don't get too cocky, since while adult Link can now dish out heavy damage with the Biggy, he's also a much bigger target for the Iron Knuckle's erratic swings. Be extra vigilant about flipping or rolling out of his way before he can start his combos, and trick him into smashing a pillar or two if you ever get low on health.

The door just past him will take you to the Colossus' right hand, where a second Spirit Temple treasure awaits: The **Mirror Shield!**



SPIRIT TEMPLE

SPIRIT TEMPLE LEVEL 4F



II Back at the room with the four Armos, stand in the sun-beam and hit R to bring out your shield. Guide it with the controller until the reflected light hits the sun, and the final door on this floor will open. It contains a chest and the key to the locked door in the room where you fought the Anubi. That should take you to Point 12, the room connecting the third and fourth floors.



12 Kill both Beamos and the Skullwalltula before you attempt to scale this moving ladder. This area can be a serious pain if you try to climb up the hard way, but there is a shortcut. Just aim your Longshot at the top ledge and zip on up. When you get to the top, you can Longshot behind you to get to an alcove with some Recovery Hearts, and use your Hover Boots to get back to the top of the wall.



13 When you enter the connecting room, stand on the seal of the Triforce and play Zelda's Lullaby to open the door to the North. Inside, kill all the Slugs and then use your Hammer to smash down the fake doors. One of them is hiding an eye switch, which you can use to create an ice platform below the Hookshot mark on the ceiling. Pull yourself up there, hammer the switch, and grab the Boss Key.



14 To clear this large network of rooms, hit the switch with a spin attack and head into the loop. In the first room of that loop, use your Mirror Shield to reflect the light onto the sun seal for a chest full of bombs. Use one of those bombs to blow open a path so the light can travel to the next mirror to the East, and then spin the mirrors until they're reflecting the light to each other, and ultimately to the large one back in the first room where you hit the switch. Go back out on the platform in the beam and use your shield to reflect that light onto the final sun seal. You'll be lowered back to the Snake Woman room, where you can use your Shield again to reflect light into her face until it crumbles, and then Longshot over to the door of the Boss Room it reveals.

You can stun the Lizalfos with your Longshot before you tear into them with your Biggy. The White Bubbles are equally easy: Just wait 'til they stop moving and smash 'em down.





Before you fight the witch twins Koume & Kotake, you'll have to deal with one last Iron Knuckle. This one's huge, and that means he deals more damage to Link, and it takes more hits to bring him down. He's still slow and sluggish, but his range is wider, so it's a bit harder to stay out of his way. Get in behind him and cut his armor to ribbons, and clear out before he can begin his swing. You definitely want to be using the Biggoron Sword here.

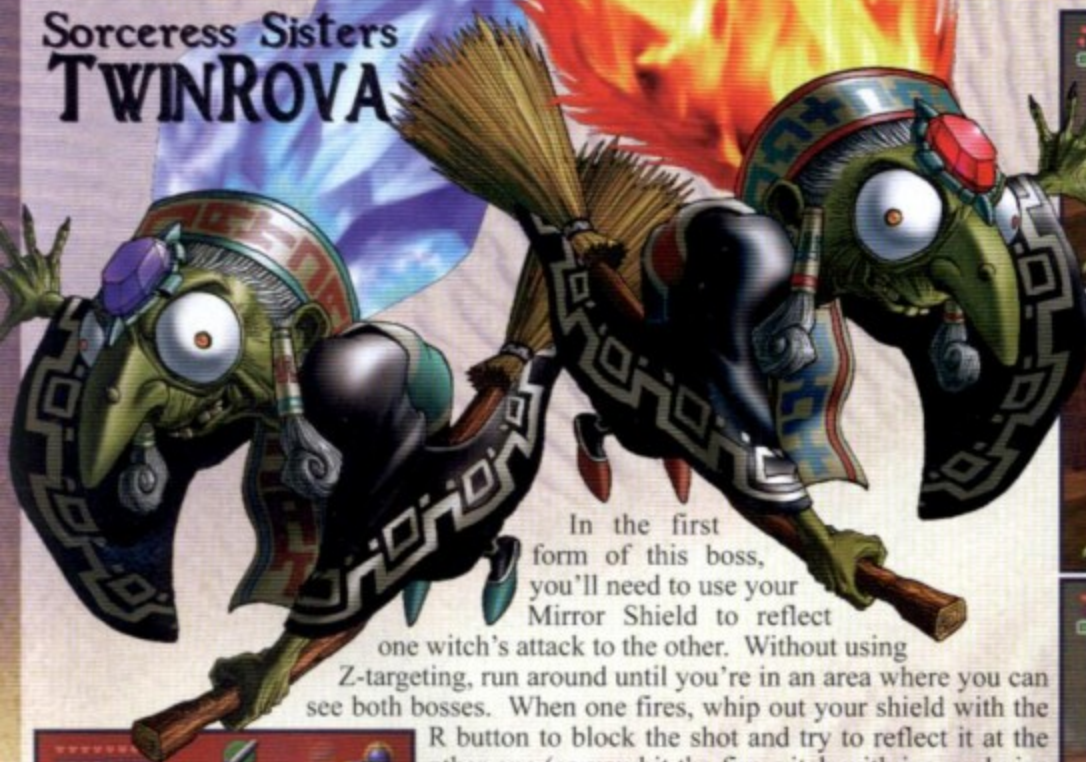


Here's an important tip, just in case you lose to the Boss. Instead of having to go all the way around, you can use your Longshot to snag the chain holding up the platform in the Serpent Woman room.



Do you really think it's fair to the other characters that only Koume and Kotake get their own theme music?

Sorceress Sisters TWINROVA



In the first form of this boss, you'll need to use your Mirror Shield to reflect one witch's attack to the other. Without using Z-targeting, run around until you're in an area where you can see both bosses. When one fires, whip out your shield with the R button to block the shot and try to reflect it at the other one (so you hit the fire witch with ice, and vice versa). Aim high, 'cause if your reflected beam hits the ground, you'll lose control of it. If you can't reflect a shot, roll to the sides as quickly as possible to avoid it. When the shots hit the ground, they spread out (especially the ice blast) so you'll want to put some serious distance between yourself and its blast radius.



When the two sisters combine, you'll have to use a different strategy. Block three attacks of the same type in a row and your Mirror Shield will be able to unleash that energy back at Twinrova. Quickly use your Hover Boots to jump in to where she lands and hit her with your Biggoron Sword (remember to "Put Away" the sword afterwards so you can use your shield again). Unlike the first form, you'll want to keep Twinrova Z-targeted constantly. Be careful you don't mix the type of shots you block: At first she'll fire three of the same type in a row, but she may mix things up a bit later in the fight. When she does, dodge until she gets back to whatever type you were collecting originally.

FINAL UPDATES



The next stop is the final destination of your epic quest: Ganon's Castle. Before we head in that direction, here's one last look at Hyrule's final secrets. You have every item in the game (save one, which is yet to come), and once you've picked up these last few items, you should have every Heart Piece and Skulltula Token as well.



I apologize for the inconvenience, but I sorta ran out of space when I was doing the Gerudo's Fortress section (on page 123), so I haven't yet had an opportunity to introduce you to the Gold Skulltulas in that area, nor the Horseback Archery Training Ground. On the theory of "better late than never," let's do those right now.

GERUDO VALLEY SKULLTULAS



One Skulltula is on the back of the stone arch near the entrance to the Fortress.



Another is behind the Carpenter Boss tent, against the wall.

GERUDO FORTRESS SKULLTULAS



High atop the Gerudo Fortress on the East wall.



On the Northern target in the horseback archery grounds.



PIECE OF HEART



BIGGEST QUIVER

Another valuable training experience awaits on the east side on Gerudo Valley, so bring Epona over to the horseback archery range and give it a try. You get two loops around and 20 arrows: Each bullseye gets you 100 points, as does each smashed pot (hitting those is a hell of a lot easier than hitting a bullseye, by the way). On your first pass get all the bullseyes you can and then smash all the pots on your way back. You'll get a **Heart Piece** if you score 1000 points, and a new **Quiver** that ups your arrow max by 10 for 1500 points.



When you've mastered horseback archery, give Poe hunting a try (page 150).





THE FINAL GOLD SKULLTULA

If you've been following this guide carefully, you should have 99 Gold Skulltulas at this point. For the absolute final one, go to Zora's Fountain and use your Silver Gauntlets to pick up the Grey Rock. Link will toss it aside, revealing a smaller rock you can bomb. Beneath that is a hidden cave crawling with invisible Big Skulltulas (use your Lens), and, at the top, Gold Skulltula #100. Take those tokens back to the Skulltula House for the ultimate prize: A Huge Rupee. Umm... Okay, that sucked, but we didn't spend so many hours of our young lives gathering Skulltulas for the money, now did we? No, we did it for the... Uh... Why did we do it exactly?

The final Skulltula has a little area all his own, a cave that goes deep into the cliffs bordering Zora's Fountain and then ultimately comes out on a ledge so high you can't even see it from the ground.



As the saying goes, this and a buck will get you a whole cup of coffee.



RETURN TO THE TRAINING COURSE



As you may remember, Room #3 in the Gerudo Training Grounds had a giant stone block set in one wall. With your Silver Gauntlets, you can push that block in, revealing

a room with three Like Likes. Beneath each Like Like is a small pit with a chest in it (you'll have to use your Lens of Truth to see the final chest), and the highlights of the chests are a Huge Rupee and a Small Key.

The Small Key may not sound too exciting, but if you ignored my advice and went around from the right door in the Treasure Room, you ended up one key short of the number necessary to open all the doors and get to the chest containing the Ice Arrow. This is the final key you'll need for that, so unless you missed that the first time, you don't need to bother returning at all.



THINGS THAT SEEMED LIKE HOT SECRETS, BUT REALLY WEREN'T

THE STRANGE PIT IN GERUDO VALLEY



"What is the arrow of rupees pointing to? Is there something I can do here?" Sadly, the arrow is pointing to the wall, and there's nothing you can do here.

THE RUNNING MAN IN GERUDO VALLEY



The weird guy who bought your Bunny Hood will race you from Gerudo to Kokiri (he's in the Carpenter's tent), but he'll always win by exactly 1 second.

THE LAVA AREA IN GORON CITY

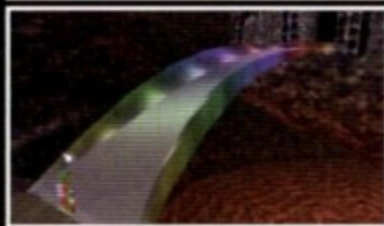


I'd been trying to get across this lava for hours before I figured out it required the Longshot and the Song of Time. The prize? Just some damn Business Scrubs!

GANON'S CASTLE



When all of the temples have been cleared, and all of the medallions reclaimed, the path to Ganon's Castle becomes clear. The castle itself is not particularly difficult, since it has no new concepts, simply rehashing old ones from previous dungeons. But for those that may have forgotten, we present a walkthrough for the six barriers.



We're committed to not spoiling any of the storyline for you, so we'll skip right past the significant events that automatically transpire when you clear the final temple, and head right to the strategic details of Ganon's Castle.

Ganon's Castle doesn't have a Dungeon Map, but it can be a bit confusing. Our map, shown below, illustrates this dungeon's unusual nature: its one giant central room has a large forcefield that is fed by six smaller spheres in each of the six wings of Ganon's Castle. Each wing, and each barrier, corresponds to one of the medallions Link possesses, and features a handful of the dungeon concepts you experienced in the Temples of the same name. You can choose the order to an extent, but will need a key item before you can challenge the final two barriers.

GANON'S CASTLE





THE FOREST BARRIER

By now you can kill Wolfos enemies in your sleep, so I won't waste time with that. After his death, use Din's Fire to light all the torches, and then a fire arrow (or an arrow shot through the fire) to hit the torch above the door, opening it.

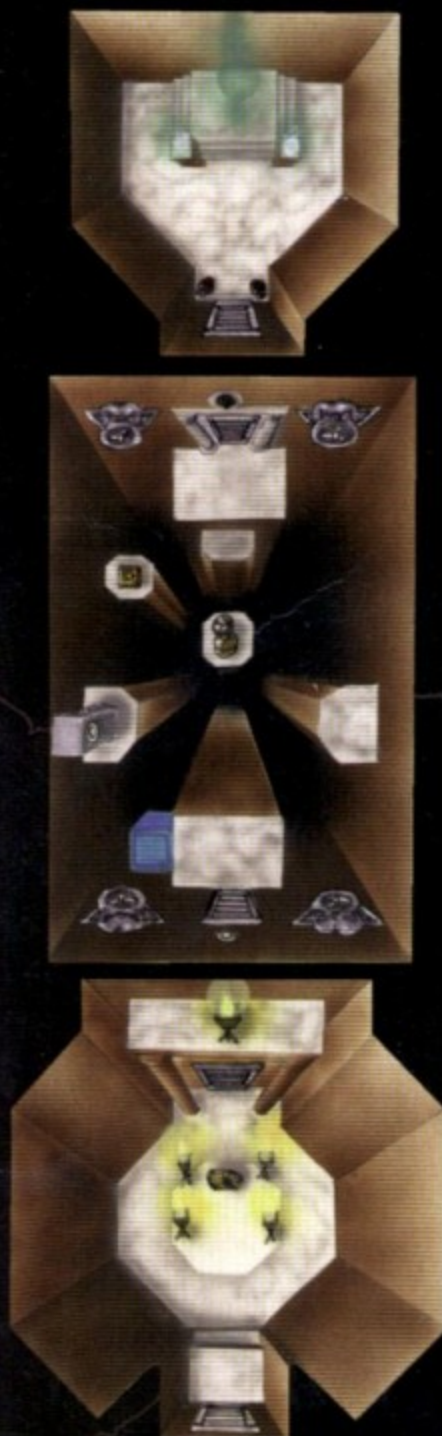


You'll need to contend with powerful fans in this area, so use your Hover Boots only for the first jump. By playing the Song of Time you can create a block to help you out, and destroying the Beamos will give you another platform from which to jump.

In the Northwest corner of this room is a switch. Go ahead and jump down there, since hitting the switch will create the Hookshot target you need to get back up, and to get the rupee suspended in mid-air above that platform. Wait for the fan to stop before you get the final rupee to the right of the exit.



The last room of every Barrier is the same. Fire a Light Arrow directly through the sphere to destroy it.

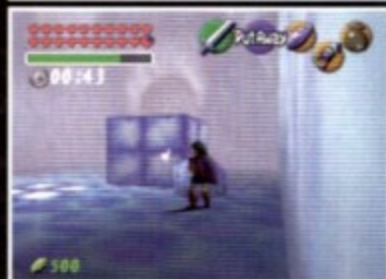


THE WATER BARRIER

The door is blocked by red ice, which you can melt with the Blue Fire that's hidden in the ring of Stalagmites (fill one extra bottle). But the door still won't open 'til you kill the Freezards.



WATER BARRIER (PART 2)

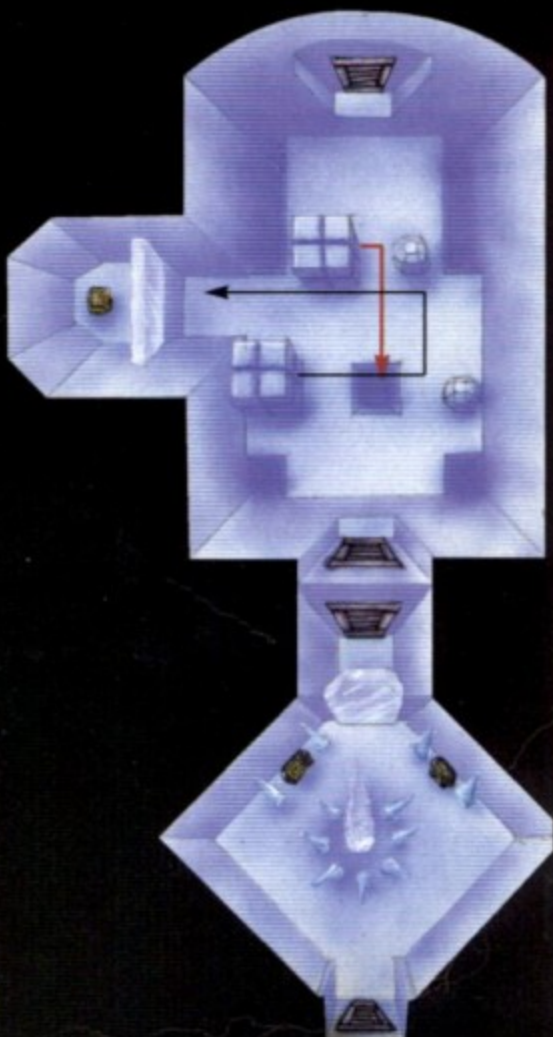


The second room of the Water Barrier gives you 2:00 to slide two ice blocks into place. Make sure you brought some Blue Fire from the last room, since you'll need it again here.

First push the far block to the right, and then straight into the hole. Then push the second block right over that hole, then to the left, and down to the wall. Use your last Blue Fire to melt the ice, and hammer the switch behind it to open the door.



There is only one pot in this room, and it contains a fairy you can use to refill one of your empty Blue Ice bottles.



3

THE SPIRIT BARRIER

The first rupee you should collect in this room is the one that's inside of the Beamos. Blow him away, then use your Longshot to latch onto the target above his head. You'll fall right down on the rupee.

To get the others without risk of being hit by a spike slider, pull the statues further back, giving you more room to roll in and grab the rupees safely. Afterwards, play the Song of the Sun where the Beamos was to pick up a Great Fairy.



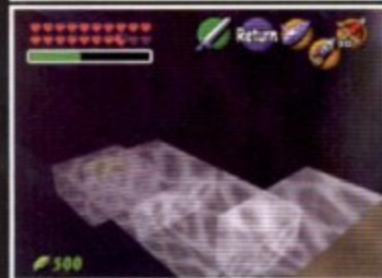
SPIRIT BARRIER (PART 2)



After you slaughter the Torch Slugs, maneuver a Bombchu through the hole in the gate, as shown above, so it hits the switch (you can get the closer one with a spin slash). Then head out to the main room and shoot a fire arrow through the webbing on the ceiling. Using your Mirror Shield, reflect that light back onto the Sun Switch that is just to the right of the doorway you came in from. If you activate any other sun switch, a Wall Master will drop down to grab you.



4 THE SHADOW BARRIER

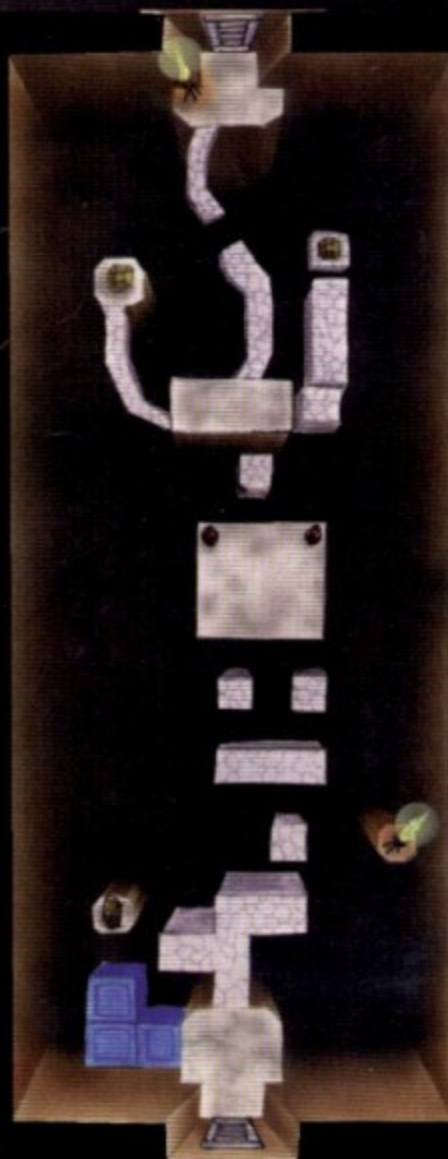


At the beginning of this crucially important Barrier, you see a chest in the distance. You can either Longshot to it, or use the Song of Time to make blocks from which you can use the Hover Boots. Then shoot the torch to the right with a flame arrow, which creates a series of ice platforms. You can kill the Like Like when you cross over to the main platform, but it's easier to ignore it.

Fire another flame arrow at the torch near the door to reveal ice steps that lead to a switch. You can also get to that switch by jumping from a hidden walkway visible only with the Lens of Truth.

Once you hit the switch, use your Longshot to hook onto the chest in the middle platform, and open it for the power-lifting **Gold Gauntlets**.

Then use your Lens of Truth to reveal the invisible path to the switch that opens the door to the Barrier room.



ONE LAST GREAT FAIRY FOUNTAIN

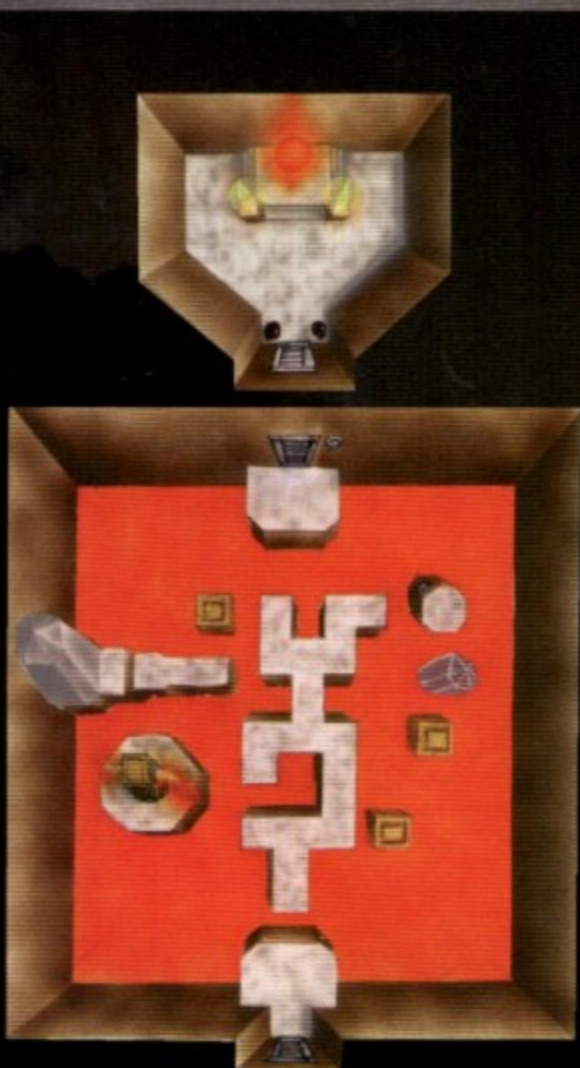
There's not a whole heck of a lot you can do with the Gold Gauntlets, which only lift giant granite pillars. But if you think about it for a second you might remember the only place outside of the castle where you saw one... In the area right past the bridge to the Castle, roughly corresponding to the area where you got Din's Fire in Hyrule Castle. Head out for a minute, toss the pillar aside, and speak once more with the Great Fairy of Courage.



She doubles your defensive power, signified by your hearts' borders turning white. Now enemies' hits do 1/2 the damage!



I don't care what anyone else says. If you have 20 heart containers and the white border, then you are quite simply the coolest human being alive.



THE FIRE BARRIER



You'll need the Gold Gauntlets here, so don't even attempt the Fire Barrier or the Light Barrier until you've picked up that final item from the Shadow wing. Use your Hover Boots here as much as possible, or your weight will start to sink the rig into the lava. Jump to the central rig and from there to the platform with the swirling fire wheel, and grab the rupee there first. Grab the rupee on the

brown platform to the right of the entrance (be quick or the platform will start to sink), and then run over to the giant granite pillar back on the left. Tossing it aside serves two purposes: It lets you grab the rupee beneath it and acts as a bridge to one of the other rupees.

Use your Hookshot to pull yourself over to the exit door, and from there stun or kill the Torch Slug, and then use the Hookshot target on the bottom to pull yourself up to the platform where the Torch Slug was. Jump over your granite pillar stepping stone and snag that last rupee.





THE TIME BARRIER



You'll need to use the Gold Gauntlets here to uproot and throw away the giant pillar blocking the door to the Time wing.

The first room is full of chests, but most of them are traps, so keep your distance.

Instead, use your Lens to see the Big Skulltula and the three Keese in this room, and destroy them all to make the real chest appear. Kick it open for a Small Key, and move on to the next room.



The next room is simple: Just play Zelda's Lullaby at the tri-force symbol and the next key will appear.

There's a Hookshot target above the three-way divider in the rupee gathering room, and you can hide out there to check out all the rupees and drop down



when it's clear.

In the final room, you have only a single Wall Master to deal with. The door is invisible, so you'll have to use your Lens again.



When all six barriers are dissolved, the force field around the entrance to Ganon's Tower dissolves. Zelda is waiting upstairs... So is Ganon.



Ganon's Tower is short, but intense. Conserve time and hit points by simply running past the Keese on the first floor, and use your Biggoron Sword to quickly cut through the Dinolfos on the next floor up.

A pillar of flame conceals the Boss Key on the next floor, and you'll need to kill the two Stalfos to extinguish the flame and open the door for you to progress. Finally, you have two Iron Knuckles to face. You can use traditional attacks, but since this is the end of the game, you might want to use up any extra Bombchus you have lying around and kill 'em from afar. If you aim it right, you can hit both with every Bombchu!



The collapsing room in which you fight is a new twist, but otherwise the nuts and bolts of this boss fight are very similar to when you fought Phantom Ganon.

At the beginning, jump away from Ganon and into the far corners of the room. That way he won't do his shockwave attack, which knocks down the blocks that you can stand on. Wait for him to fire his magic blasts, and knock 'em back with your sword. When you score a hit, switch to your Light Arrows quickly and nail him. Only then can you jump in (you should probably use your Hover Boots) and attack (yes, you can and should use the Biggy). His cape acts as sort of a life meter, becoming more tattered when he nears death.

Occasionally he'll mix things up with his black hole attack. If you hit him with a light arrow when he starts to absorb the energy, you can prevent him from doing it. Otherwise you'll have to roll to the side right before the five twisting beams would have hit you. If you ever run low on health, magic, or arrows, fall down to the bottom and stock up from the pots. Even Ganon's a push-over if you know what you're doing.

King of Thieves GANONDORF



Ganon's black hole attack. Learn how to recognize this before he fires it!



It's not over yet! Link and Zelda have 3 minutes to escape the castle before it collapses, and there are plenty of nasty surprises on the way.

This is one of the few places in the game where Naryu's Love really comes in handy. When you fight the Stalfos, cast it and just tear into them without regard for your own health ('cause who cares if you get hit?), and you'll save a lot of time and energy. If you don't have enough MP for it, you could try getting Magic Pots from the bottom of the room where you fought Ganon, since you pass through there anyway.



At the end, run past the Redead and out of the tower... But the game isn't over quite yet.



There's no point in rushing so much that you leave Zelda behind, since only she can open many of the gates.

GANON

You begin the battle against Ganon's final form without your Master Sword... But who cares when you have the Biggoron Sword handy? Just remember to switch to the Master Sword for the final hit, for only its power can destroy Ganon.

If you don't have the Biggoron Sword, you can fight Ganon with any weapon in the game (Bombs and Bombchus are useless, but they can blow up the pillars, revealing bombs, arrows, magic pots and even fairies). His weak point is his tail, which he guards carefully. Still, in his first form you're faster than he is, so you can get around and hit his tail by constantly holding towards his left (if you try moving to his right, he'll slash you) and getting behind him to hit with your weapon of choice.

In his second form, he becomes faster and this is no longer an option. But you can now roll right through his

legs to get behind him!

You can also wait for him to attack and counter with a Super Spin

Attack, or hit him in the face with Light Arrows to stun him. There are all sorts of ways to take Ganon down, but it always ends with the Master Sword.

Top two shots: rolling under Ganon's legs. Below, attacking him with various weapons and techniques.



GOLD SKULLTULA APPENDIX

Collecting all 100 Gold Skulltulas might very well be the biggest challenge Zelda has to offer. What you get for doing it - a Huge Rupee for the 100th token (the prizes for 10, 20, 30, 40, and 50 tokens seem great by comparison) - just pretty much sucks, but hey, it's about pride! And remember: they only appear at night, except for when they're hiding in an object, such as a crate or a tree. Gold Skulltulas that can only be acquired as a child are highlighted in green. Skulltulas that require you to be an adult are marked in red, and those that allow you to be either are blue. Item graphics indicate any items that you must have in order to get to that Skulltula or retrieve its Token. That should be pretty self explanatory (if two items appear, one is for Link as a child and the other for Link as an adult). Note that bottles represent using a bottled bug on a Plot of Soil. One final tip: you'll know when you have all the Skulltulas in a particular area when a Skulltula mark appears on the map screen.

KOKIRI FOREST x3



See Page: 9

In the back of the Know-it-All-Bros.' house



See Page: 60

Plot of Soil near the Kokiri shop



See Page: 79

In the back of the House of Twins

HYRULE FIELD x2



See Page: 61

Circle of stones in front of Gerudo Valley entrance



See Page: 61

East side of Hyrule Castle (bomb next to the tree)

H.MARKET x1



See Page: 19

Main gate guard room (inside crate)

HYRULE CASTLE x2



See Page: 20

Tree at entrance (roll into it)



See Page: 107

Play Song of Storms near tree where you first met Talon

GANON'S CASTLE x1



See Page: 65

Back of brick arch

Note: Hyrule Market, Hyrule Castle, and Ganon's Castle are all considered to be one area (called "Hyrule Market") by the game's map screen.

LON LON RANCH x4



See Page: 23

Tree inside gate (roll into it)



See Page: 23

Back of corral shed



See Page: 23

Outer wall (north-west of storage shed)



See Page: 23

On 2nd story window of house

KAKARIKO VILLAGE x6



See Page: 31

Tree by entrance (roll into it)



See Page: 31

Side of the Skulltula House



See Page: 31

Stack of bricks (building under construction)



See Page: 31

Side of graveyard kid's house



See Page: 31

On top of observation tower

K.VILLAGE (CONT.)



See Page: 68

Top of Impa's House

K.GRAVEYARD x2



See Page: 31

Southern outer wall



See Page: 60

Plot of soil

Note: Kakariko Village and Kakariko Graveyard are considered to be one area (called "Kakariko Village") by the game's map screen.

LOST WOODS x3



See Page: 60
Kokiri exit Plot of Soil



See Page: 60
Plot of Soil in the open meadow near the Forest Stage



See Page: 71
Ledge above bean stalk (must plant magic beans as kid)



See Page: 71
Outer wall (east side, before stairs)

Note: Lost Woods and Sacred Forest Meadow are considered to be one area (called "Lost Woods") by the game's map screen.

DEATH MOUNTAIN TRAIL x4



See Page: 60
Plot of soil in front of Dodongo Cavern



See Page: 42
Inside first bombable wall on the right side



See Page: 89
Area above Dodongo Cavern entrance



See Page: 89
Behind the smashable rock in the falling rock area

Note: Goron City, Death Mountain Trail, and Death Mountain Crater are all considered to be one area (called "Death Mountain") by the game's map screen.

GORON CITY x2



See Page: 41
Boulder room on top level in crate (roll into it)



See Page: 81
Under platform suspended by ropes



See Page: 43
Inside entrance from Death Mtn. Trail in crate (roll into it)



See Page: 82
Plot of soil (next to warp point)

ZORA'S RIVER x4



See Page: 42
Tree at entrance (roll into it)



See Page: 47
By Zora's Domain entrance (on ladder under big waterfall)



See Page: 90
South wall above open hole near fairy fountain in top area



See Page: 90
Wall near bridge to Zora's domain (up high on the left)

Note: Zora's Domain, Zora's River, and Zora's Fountain are all considered to be one area (called "Zora's Domain") by the game's map screen.

ZORA'S DOMAIN x1



See Page: 90
Top of frozen waterfall (left side)



See Page: 53
Southeast corner tree (roll into it)



See Page: 53
Outer wall (west of fallen log)



See Page: 135
Secret cave under rock by fairy fountain entrance

ZORA'S FOUNTAIN x3

LAKE HYLIA x5



See Page: 51
Back of laboratory



See Page: 50
Plot of Soil outside of laboratory



See Page: 51
Fire arrow platform



See Page: 104
Top of tree on island with placard



See Page: 95
Laboratory - bottom of pool, in crate

GERUDO VALLEY x4



See Page: 51
Dirt patch on lower ledge



See Page: 60
Waterfall to the right of log bridge



See Page: 134
Behind carpenters' tent



See Page: 134
Under stone arch across from tent



See Page: 122
Inside stone structure where invisible ghost is found

GERUDO FORTRESS x2



See Page: 134
Outer wall (center of East side up high)



See Page: 134
Horseback archery range (north single target on pole)

DESERT COLOSSUS x3



See Page: 124
Patch of soil next to entrance



See Page: 123
On palm tree by dry pond



See Page: 126
Top of big rock next to fairy fountain (plant magic beans as kid)

DEKU TREE x4



See Page: 12
3F in the south side of the room with the 3 rising platforms



See Page: 13
1F on the ivy leading back up to level 1F



See Page: 13
1F on the north wall against wooden bars (get it with jump slash or 'rang')



See Page: 60
1F, room behind bombable wall, up to left of door

DODONGO CAVERN x5



See Page: 35
1F behind walls that baby Dodongos destroy



See Page: 37
2F On branches on top of area where you blew up bombs below the stairs



See Page: 38
1F the northernmost room behind the Armos



See Page: 39
2F take rising pillar to room with stairs, go left and climb up



See Page: 81
1F Where 1st met baby D.s., summon Pierre and Hookshot

INSIDE THE BELLY OF JABU JABU x4



See Page: 55
1F In room with switch and rising water against ivy



See Page: 57
1F On wall after you drop down green tentacle hole



See Page: 57
1F On wall after you drop down green tentacle hole



See Page: 57
1F In room right before boss against ivy on east side

FOREST TEMPLE x5



See Page: 72
1F Against ivy in very first area with two Wolfos



See Page: 73
1F In Great Hall to the right of northernmost door



See Page: 74
1F In northeast part of northeast courtyard on wall



See Page: 77
2F In northwest courtyard against the wall



See Page: 78
B2 In rotating room

FIRE TEMPLE x5



See Page: 83

1F On top path with the Song of Time blocks



See Page: 84

In rock rolling maze behind bombable wall



See Page: 85

In area past where you use Pierre against the fence



See Page: 85

In area where you use Pierre in circular room on wall



See Page: 87

In the 2nd spinning tile room before area with boss key

ICE CAVE x3



See Page: 91

Against the wall in room with the huge spinning blades



See Page: 92

In Compass room next to encased-in-ice Piece of Heart



See Page: 93

In Ice Block Sliding Puzzle room against the wall

WATER TEMPLE x5



See Page: 101

In building in center at the very top against the wall



See Page: 102

In room with floating hookshot platforms



See Page: 98

In room with the spinslash switch



See Page: 101

At the midpoint of whirlpool river against the wall



See Page: 103

Against wall where boulders drop right before boss key

BOTTOM OF THE WELL x3



See Page: 109

In room behind the left locked door in center area



See Page: 109

In room behind right locked door in center area



See Page: 109

Upper right area, same room as like-like

SHADOW TEMPLE x5



See Page: 113

In the room with the invisible spinning scythes



See Page: 114

In the room with the sliding block and the falling spikes



See Page: 114

Behind the flaming Skullpot



See Page: 116

Near the boat (can use Pierre to get closer)



See Page: 116

Behind the 3 spinning flaming skullpots

SPIRIT TEMPLE x5



See Page: 125

1F west in rupee collecting room



See Page: 126

Behind the ladder at the top in room with two Lizalfos



See Page: 127

Above doorway in hall before you fight Iron Knuckle



See Page: 129

1F room with rolling boulders, behind Song of Time block



See Page: 130

Snake Woman room on platform to left (Pierre or Longshot)

PIECE OF HEART APPENDIX

There are a total of 36 Pieces of Heart scattered throughout Zelda. Each one counts as a quarter of a Heart Container, so there are therefore 9 optional Heart Containers in the game. Add those to the three Heart Containers you start off with and the 8 Heart Containers you pick up by beating dungeon bosses, and you can end up with a grand total of 20 Heart Containers. Here's a listing of all the Pieces of Heart for your perusing convenience; some of them are fairly complicated and you may want to refer to the appropriate page number for more details. Item icons on the left represent items you must have to get that Heart Piece, item icons on the right represent ones that make it easier. As in the Gold Skulltula Appendix, Heart Pieces that can **only** be acquired as a child are highlighted in green, Heart Pieces that require you to be an adult are marked in red, and those that allow you to be either are blue.

HYRULE FIELD



See Page: 61

Outside the entrance to Lake Hylia, bomb in the center of the four fences



See Page: 94

Bomb open secret cave north of Lon Lon next to tree; use Iron Boots as adult/Gold Scale as kid

LOST WOODS



See Page: 27

Play Saria's Song for the Skull Kid



See Page: 25

Jam session with the two Skull Kids

HYRULE MARKET



See Page: 19

Return the lost dog "Little Richard" to his distraught owner



See Page: 45

Bombchu Bowling Game (must have previously completed Dodongo's Cavern dungeon)



See Page: 19

Treasure Box game (can be done using luck or the Lens of Truth)

LON LON RANCH



See Page: 22

Inside storage shed (push crates to reveal hole)

KAKARIKO VILLAGE



See Page: 43

Inside Impa's House (fly there from the top of Death Mountain via the owl as a kid or use Hookshot as an adult)



See Page: 59

Inside the windmill (as a kid use the boomerang, as an adult get it after Dampé's race)



See Page: 59

Skulltula House (collect 50 Gold Skulltula tokens)



See Page: 68

Man on roof (latch onto the rooftops with Hookshot)

KAKARIKO GRAVEYARD



See Page: 31

Under gravestone (play the Song of the Sun)



See Page: 69

Plant the magic beans as a kid, use the plant to get to the upper area as an adult; roll into the crate



See Page: 69

Race Dampé (one minute or less, after getting the Hookshot)



See Page: 29

The heart-pounding grave digging tour (random location)

DEATH MTN. TRAIL



Backflip off bomb plant ledge, or plant beans as kid and get it as an adult.

GORON CITY



Light all torches on bottom, throw bomb or bomb flower into spinning urn

DEATH MOUNTAIN CRATER



Climb down wall to cave.



Warp using Bolero of Fire as kid, plant beans; as adult, take plant to top of smoking cone

ZORA'S RIVER



Top of pillar. Use either Chicken Gliding Tech or boomerang as kid, or hover boots as adult



Singing frogs (play Song of Storms)



Singing frogs (play all songs except for the warping songs to start the bug-eating game)



Ledge near Zora's D. entry; use Cucco Gliding or boomerang as kid, hover boots as an adult

ZORA'S DOMAIN



Under waterfall (light all the torches); use Deku Sticks and/or Din's Fire

LAKE HYLIA



Fishing Game (catch a 9 lb. or bigger fish)



Top of lab: either plant the magic beans as a kid and come back or use Pierre to hookshot up as adult



Laboratory (dive to the bottom of the pool with the gold scale)

GERUDO VALLEY



Behind waterfall



In crate on small ledge; use chicken gliding tech as a kid or Longshot as an adult

GERUDO FORTRESS



Horseback Archery (1000 points)



In chest on roof (use Longshot)

ZORA'S FOUNTAIN



On the iceberg after the two spinning icebergs



Bottom of the lake (use the Iron Boots)

ICE CAVERN



Melt the Red Ice with the Blue Fire (use Bottle to transport Blue Fire)

DESERT COLOSSUS



On top of stone arch; plant beans as a kid, take the plant up as an adult

BIG POE APPENDIX

To obtain the fourth Empty Bottle, you'll need to complete an unbelievably difficult task: round up and hunt down all 10 Big Poes, who are hiding out in Hyrule Field. The only way to do this is to ride Epona all over, and cross each of the points on the map (the actual point is the red circle) on horseback to get the Big Poe to appear. (You can get them to appear while on foot, but you won't be able to catch them.) The red arrow shows the direction we recommend you come from, so you'll have an unobstructed shot afterwards, and so you can pick up as much speed as possible beforehand. Once you get the Big Poe to appear, quickly shoot it once with an arrow, then follow up with a second shot to bag it. Good luck!

The Poe Merchant in Hyrule Market (adult only) who will buy your captured Poes.



POE #1 - NORTHWEST HYRULE FIELD



POE #2 - SIGN IN FRONT OF CASTLE



POE #3 - V-SHAPED WALL NEAR RANCH



POE #4 - KAKARIKO LOOK-OUT POINT



POE #5 - SOUTH HYRULE FIELD



POE #6 - BUSHES NEAR POE #5



POE #7 - 3-WAY INTERSECTION



POE #8 - TREE NEAR GERUDO

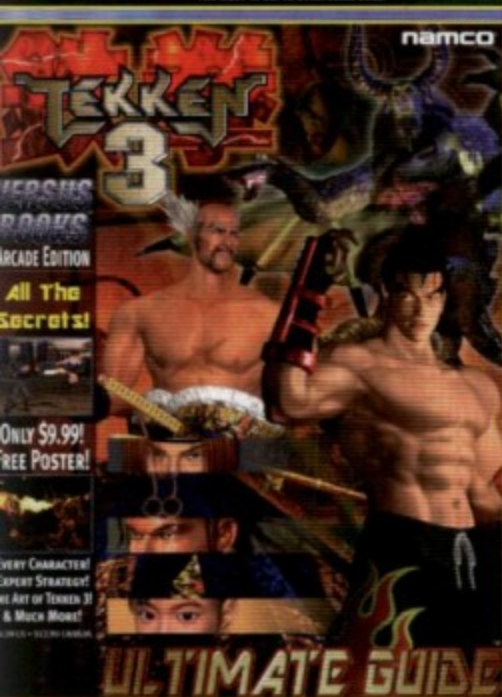
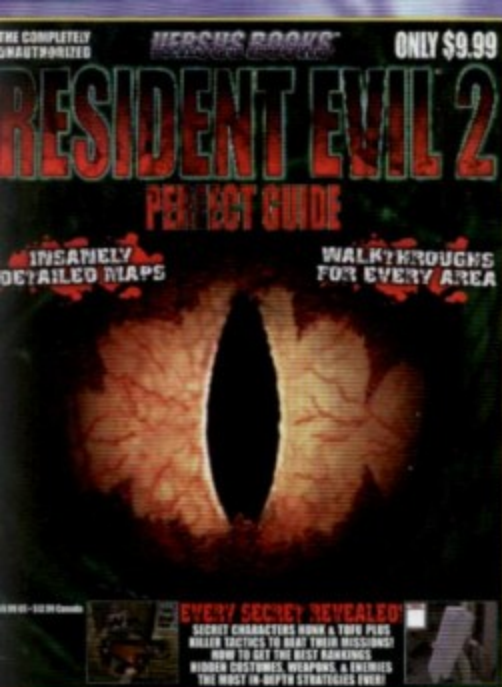


POE #9 - TREE IN FRONT OF RANCH



POE #10 - BIG GREY ROCK





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